

# PRIMA'S OFFICIAL STRATEGY GUIDE

EXCLUSIVE  
INTERVIEW  
WITH  
METHOD  
MAN

## Def Jam VENDETTA™

**"The New King of the Ring"**  
Playstation Magazine (PSM)



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# Def Jam VENDETTA™

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# Def Jam VENDETTA

PRIMA'S OFFICIAL STRATEGY GUIDE

## CONTENTS

<b>INTRODUCTION</b>	4		
<b>BASIC BRAWLING</b>	5		
Controller Configuration for PlayStation®2 and GameCube™	5		
Fight the Power	7		
The Story	15		
<b>THE HEROES</b>			
Briggs	16	Spider	20
Proof	18	Tank	22
<b>STORY MODE OPPONENTS</b>			
Cruz	24	Nyne	38
Dan G.	26	Peewee	40
Drake	28	Razor	42
Headache	30	Ruffneck	44
Iceberg	32	Sketch	46
Masa	34	Steel	48
Moses	36		
<b>STORY MODE TAG TEAM OPPONENTS</b>			
Arii	50		
Chukklez	52		
Zaheer	54		
<b>SUPPORTING CHARACTERS</b>			
Deebo	56	Omar	62
House	58	Pockets	64
Manny	60	Snowman	66
<b>THE GIRLS</b>			
Carla	68	Penny	74
Deja	70	Tai	76
Opal	72		
<b>DEF JAM ARTISTS</b>			
Capone	78	Ludacris	90
DMX	80	Method Man	92
Funkmaster Flex	82	N.O.R.E.	94
Ghostface Killah	84	Redman	96
Joe Budden	86	Scarface	98
Keith Murray	88	WC	100
<b>AROUND-THE-WAY GIRLS</b>			
Deja	102	Penny	106
Opal	104	Tai	
<b>EXCLUSIVE INTERVIEW WITH DEF JAM ARTIST METHOD MAN</b>	110		

# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## INTRODUCTION

In the eighties, rock and wrestling reigned as king of the ring. These days, rock is dead and rap carries the crown into the squared circle as 12 of the baddest men to ever grab a mic knuckle up in no-holds-barred contests against notorious street thugs from around the country. From the fly honey on your arm to the hip-hop beats in the background, *Def Jam Vendetta* takes the atmosphere of *Fight Club* and combines it with the thrills and spills of pro wrestling to deliver the ultimate Rapper's Fight Night Delight.

It's time to fight the power, stick it to the man, and take what's yours as you work your way up through the ranks of the ultimate underground fighting league. The more you win, the more you earn, and the more you earn, the more hotties flock to your every move. Make your way to the *Def Jam* championship, and you won't just earn the respect of the main playa in charge, D-Mob, you'll steal his lady—and that's what it's all about. Forget the Benjamins, in *Vendetta*, it's all about the honeys.



# BASIC BRAWLING



BUTTON PRESSES PLACED WITHIN PARENTHESES APPLY TO THE GAMECUBE CONTROLLER. YOU'LL FIND THESE IN THIS CHAPTER AND IN THE FIGHTERS CHAPTERS.

## CONTROLLER CONFIGURATION FOR PLAYSTATION2 AND GAMECUBE BASIC MOVES

**Move:** Left analog stick or D-pad (○ or ◇)

**Soft Grapple:** Tap × (Ⓐ)

**Hard Grapple:** Hold × (Ⓐ)

**Ground Submission:** Tap × (Ⓐ) while opponent is on the mat

**Soft Strike:** Tap × (Ⓐ)

**Medium Strike:** Hold ■ (Ⓑ)

**Hard Strike:** Hold × + ■ (Ⓐ + Ⓑ)

**Climb Turnbuckle:** Hold ● + any direction (↘ + any direction)

**Jump Off Turnbuckle:** Release ● (↗)

**Run:** Tap ● + any direction (↗ + any direction)

**Running Attack:** While running, tap ■ (Ⓑ)

**Get In/Out of Ring:** Tap ▲ (○) while pressing toward ropes

**Dodge Opponent:** Tap L2 (L)

**Pin Opponent:** Tap L2 (L) while opponent is on the mat

**Block:** Tap R2 (R)

**Lift Opponent off Floor:** Tap R2 (R) while opponent lies beneath you

**Taunt:** Tap ANALOG → (○→)

**Blaze:** Tap ANALOG (○) when Blazin' meter is full

**Special Move:** Tap ANALOG (○) while Blazin' and holding opponent in a grapple

**Pause:** Tap ▶ (START)

## Advanced Moves

### WHILE GRAPPLING OPPONENT

**Irish Whip:** Tap ● + any direction (↘ + any direction)

**Turn Opponent Around:** Tap L2 (L)

**Release Grapple:** Tap R2 (R)

**Front Soft Grapple Move:** Tap × (Ⓐ) or ■ (Ⓑ) while opponent is in front soft grapple (press the D-pad in different directions to alter move)

**Front Hard Grapple Move:** Tap × (Ⓐ) or ■ (Ⓑ) while opponent is in front hard grapple (press the D-pad in different directions to alter move)

**Rear Soft Grapple Move:** Tap × or ■ (Ⓐ or Ⓑ) while opponent is in rear soft grapple (press the D-pad in different directions to alter move)

**Rear Hard Grapple Move:** Tap × or ■ (Ⓐ or Ⓑ) while opponent is in rear hard grapple (press the D-pad in different directions to alter move)

**Throw Opponent In/Out of Ring:** Tap ▲ (○) while pressing toward ropes

### IRISH WHIP MOVES

**Soft Grapple Move:** Tap ↓ (Ⓑ) as opponent comes running back from ropes

**Hard Grapple Move:** Hold × (Ⓐ) as opponent comes running back from ropes

**Soft Strike Move:** Tap ■ (Ⓑ) as opponent comes back from ropes

**Hard Strike Move:** Hold ■ (Ⓑ) as opponent comes back from ropes

**Dodge Running Opponent:** Press L2 (L) or L2 + ↑ (L + Ⓛ) as opponent comes running back from ropes

# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## OPPONENT PRONE ON MAT

**Pick Opponent Up:** Tap **R2** (R)

**Jump on Opponent:** Tap **■ (X)** while running

**Strike Opponent:** Tap **■ (B)**

**Pin Opponent:** Tap **L2 (L)**

**Submission Moves:** Tap **X (A)** while standing near opponent's head or feet

## DEFENSIVE MOVES

**Dodge Grapple:** Hold **L2 (L)**

**Counter Grapple:** Tap **L2 (L)** when opponent attempts grapple

**Block Strike:** Hold **R2 (R)**

**Counter Strike:** Tap **R2 (R)** when opponent attempts strike

**Reverse Grapple Move:** Rapidly tap **L2 + R2 (L + R)** as grapple move is initiated

**Reverse Irish Whip:** Rapidly tap **L2 + R2 (L + R)** as whip begins or as you bounce against ropes

## TAG TEAM MOVES

**Tag:** Tap **▲ (Y)**

**Switch Focus:** Tap **R1 (R)**

**Double Team Grapple:** Hold **X (A)** immediately after your teammate attempts a grapple

**Turnbuckle Attack:** Hold **▲ (Y)** while performing a rear grapple to pick opponent up; if your teammate has picked opponent up, hold **● (X)** while near the turnbuckle to perform a high-flying double team

**Beat Down:** Hold **● (X)** while opponent is in a rear grapple to hold opponent in place so your partner can deliver some punishment

## BEST OF THE REST

**Light Turnbuckle Move:** Tap **X + toward opponent (A + toward opponent)**

**Heavy Turnbuckle Move:** hold **X + toward opponent (A + toward opponent)** while opponent lies against turnbuckle

**Dive/Slide Through Ropes:** Tap **X (A)** while running toward ropes, opponent outside ring

**Jump Off Ropes:** When opponent is outside the ring, press and hold direction toward ropes and tap **X (A)**

**Activate Blazin' Mode:** When Momentum meter is full, tap **ANALOG (C)** in any direction

**Front Special Move:** When opponent is in front grapple and Blazin' mode is activated, tap **ANALOG (C)** in any direction

**Rear Special Move:** When opponent is in rear grapple and Blazin' mode is activated, tap **ANALOG (C)** in any direction

**Swan Dive:** Tap **X (A)** while holding direction toward opponent while opponent is prone near ropes and you are outside the ropes, but on the apron

**Rope Tope:** Tap **X (A)** while inside the ring, running toward opponent

**Diving Tope:** Tap **X (A)** and direction toward opponent while inside the ring, running toward opponent

**Weak Rope Grapple:** Tap **X + direction toward ropes (A + direction toward ropes)** while opponent is locked in soft grapple and you are near the ropes

**Strong Rope Grapple:** Tap **X + direction toward ropes (A + direction toward ropes)** while opponent is in hard grapple and you are near the ropes

# FIGHT THE POWER



If you were in pro wrestling, you'd be known as a jabroni. On the streets, you're simply a sucka looking for a taste of that scrilla. You've entered the world of underground fighting to find that elusive money, power, and respect—and in this world, the only way you achieve your goals is through your fists. But before you step into the ring, there are a few things you need to know about the rules.



Rules? This is underground fighting, as in underhanded, as in bloody beatdowns, as in there are no rules! Right? Wrong, well sort of. Sure, the object of the game is to pound your opponent, and yeah, you can pretty much use whatever means are necessary to accomplish this goal, but there are a few simple rules you must know if you're to come out of this competition as the new champion.



First: Like the mixed-up soap opera/human circus known as professional wrestling, you win your bouts by either forcing your opponent to submit or by pinning his shoulders to the mat for the full count.



Second: Unlike wrestling, there are no steel chairs, sledgehammers, or stop signs randomly placed around ringside. So while you're welcome to take the action outside of the ring, don't expect to find any weapons. *Vendetta* is hand-to-hand fighting at its best, and you wouldn't want to cheapen the action by smacking suckers in the knee caps with a baseball bat, would you?



Third: One way to avoid pins or submissions is to hang out by the ropes. A player in danger can't be pinned or submit if he's touching the ropes. If you're in jeopardy of losing a match, stay as close to the ropes as possible to avoid getting beat. If you're the one with the upper hand, drag your victim to the middle of the ring before slapping on a submission hold to guarantee your opponent can't reach the ropes.



Fourth (and final): This game, just like the game of life comes down to cold hard cash. Win the cash and you'll not only win the ladies, you can win photo galleries of these ladies wearing outfits suitable for most rap videos. But don't spend all your money on pictures of the ladies. During Story mode, use your money to upgrade your skills to make you even harder to beat.

The hotties or the skills, it's up to you, but just think, the more wins you accumulate because of improved skills, the more money you can earn to unlock some of those galleries, so don't go spending all the money you earn in the beginning on those pictures, or you might just spend the rest of Story mode picking yourself off the mat. That's it for the rules. Now it's time to step into the ring and learn how to fight.

# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## MAMA SAID KNOCK YOU OUT

The key to winning a match is simple. Beat your opponents down to the point where they can't get up. Inflict so much punishment that they either tap out under excruciating circumstances or they lie on their backs with barely enough strength to breathe as you pin them for three seconds straight.



Being able to accomplish this task is where knowing how to approach a match correctly comes into play. Sure, you can step into the ring and wildly flail your fists at your opponent's face and hope for a lucky knockout, but all that's going to get you is one quick trip to the infirmary. The *Def Jam* fighters didn't come to play, they came to deliver pain and, in their eyes, the more pain they can deliver the better—so watch out.

When the bell rings and your match starts, it's better to use soft grapples and quick punch-and-kick strikes to gain an early advantage rather than going for the big moves and hard grapples right away. Soft grapples are less likely to be reversed by your opponent early on in the match than hard grapples, and can help swing momentum your way in the early going.

When we talk momentum, we mean the Momentum meter directly above your character's Health meter on the screen. When the Momentum meter is completely full, you'll be able to switch your fighter to Blazin' mode, enabling you to perform your Blazin' finishing maneuvers. These are the most lethal moves in the game and, if performed correctly, can finish off even the fiercest opponent. More on that later. First, let's get back to momentum.



The Momentum meter is a tricky meter to fill. It's not just about pulling off moves, it's about pulling off move variety. For example: If you're playing as Method Man, you could pull off the most pimped-out move of the game by dropping Funk Flex on his head, which will boost your Momentum meter for a second. However, if you follow up that move with the same head drop, instead of filling your Momentum meter you'll lose momentum because you did the same move two times in a row. If you follow up the initial head drop with a simple kick or slam, though, it's another story. Your Momentum meter will continue to increase and you'll be on your way to Blazin' in no time.





How often your opponent reverses your moves is directly related to the amount of momentum and health he has. If you feel your opponent has swung momentum in his favor, it's sometimes better to back off for a second rather than risking a grapple that will most likely be reversed. And remember, rear grapples are the easiest moves to reverse in the game.

Another factor that comes into play in terms of the Momentum meter is your character's charisma. Characters with higher charisma attribute points will gain momentum easier than characters who score low in terms of their personality. In *Def Jam*, image isn't everything, but it sure does help.

An additional method to boost momentum is to hit your opponent with specialized combos. Every fighter in the game has three unique combos to blast busters from pillar to post. Check the Fighter section of the guide to learn the specialized combos for every fighter in the game.

## Universal Combos

Every fighter has three special combos unique to his character, but all fighters share several common combos. Here's a quick rundown on combos every fighter can perform.

1. Souled Out: Grab your opponent in an Irish Whip grapple by pressing  $\times + \bullet +$  any direction ( $\textcircled{A} + \textcircled{X} +$  any direction) and tap  $\times$  ( $\textcircled{A}$ ) as your opponent runs back toward you. Tap  $\blacksquare$  ( $\textcircled{B}$ ) to perform a ground strike.
2. Come Get Some: Tap  $\times + \bullet +$  any direction ( $\textcircled{A} + \textcircled{X} +$  any direction) to Irish Whip your opponent. Press  $\blacksquare$  ( $\textcircled{B}$ ) to hit opponent with a hard strike as he runs toward you. Follow it up with a running ground strike  $\blacksquare$  ( $\textcircled{B}$ ).
3. Let's Bounce: Tap  $\times + \bullet +$  any direction ( $\textcircled{A} + \textcircled{X} +$  any direction) to Irish Whip your opponent. Press  $\square$  ( $\textcircled{L}$ ) to dodge opponent. Tap  $\blacksquare$  ( $\textcircled{B}$ ) to hit opponent with soft strike.
4. Street Hustlin': Tap  $\times + \bullet +$  any direction ( $\textcircled{A} + \textcircled{X} +$  any direction) to Irish Whip your opponent. Press  $\rightarrow$  ( $\textcircled{X}$ ) to dodge opponent. Tap  $\times$  ( $\textcircled{A}$ ) to grapple opponent.
5. Body Count: Throw opponent outside the ring, then climb to the top rope and launch yourself down onto your opponent. To climb the rope, press your controller in the direction of the turnbuckle and hold  $\bullet$  ( $\textcircled{L}$ ). When your fighter reaches the top rope, release  $\bullet$  ( $\textcircled{X}$ ) to pounce.
6. Crash N' Bang: Tap  $\times + \bullet +$  toward corner ( $\textcircled{A} + \textcircled{X} +$  toward corner) to Irish Whip your opponent into the corner turnbuckle. Tap  $\times$  ( $\textcircled{A}$ ) to perform soft corner grapple.
7. Mic Wreckin': Throw opponent outside the ring, then perform a running tope by running toward the opposite side ropes and, after bouncing back toward your opponent, tap  $\times$  ( $\textcircled{A}$ ).
8. Cash Money: Tap  $\times + \bullet +$  any direction ( $\textcircled{A} + \textcircled{X} +$  any direction) to Irish Whip your opponent. Tap  $\blacksquare$  ( $\textcircled{B}$ ) to perform a running strike.
9. Ghetto Thuggin': Tap  $\times + \bullet +$  any direction ( $\textcircled{A} + \textcircled{X} +$  any direction) to Irish Whip your opponent. Tap  $\times$  ( $\textcircled{A}$ ) to perform a running grapple.

# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## BLOW YOUR MIND

The more health you have, the less likely you'll face defeat. But there's more to the Health meter than meets the eye, and the more you pay attention to the meter's intricacies, the more likely you'll be the punisher and not the punishee. In the Health meter is a health tank. The health tank is the amount of health you'll be able to regain throughout your match. So just because you're getting your ass handed to you in the first minutes, don't sweat it, if you can avoid getting hit for a few seconds, your Health meter will slowly begin to rise as you recover from your injuries.



An additional method to boost momentum is to hit your opponent with specialized combos. Every fighter in the game has three unique combos to blast busters from pillar to post. Check the Fighter section of the guide to learn the specialized combos for every fighter in the game.

## GIVE IT UP



There's nothing better than making your opponent submit. It's your opponent admitting that you're the better fighter, plus, it's always nice to make your enemies scream and beg for mercy. In *Vendetta*, there are four types of submission holds: head, body, legs, and arms. When you apply a hold to any of these areas, a Submission meter will pop up and show the amount of damage being done to said area. Continue to inflict punishment and pain to that same part of the body and watch the meter decrease to zero. It might not be the fastest way to win a match, but it sure is enjoyable.

Any time your opponent is near the ropes, however, submission moves are broken. If you really want to bring the pain to the likes of Method Man and his crew, take the fight outside the ring and lock on move after move onto the same body part. There are no ropes outside the ring, so there are no rope breaks, and you're allowed to hold onto the move for a much longer period of time.

Your opponent will actually be rewarded with momentum if he breaks your submission hold via a rope break. To ensure this doesn't happen, tap **R2(R)** to break the hold before he reaches the ropes.

## I Need Love

THE FOLLOWING OPPONENTS ARE PRONE TO SPECIFIC SUBMISSION ATTACKS:

Capone: Arm

Drake: Body

Manny: Arm

Steel: Head

Carla: Head

House: Body

Peewee: Body

Tai: Head

Deja: Head

Ludacris: Leg

Scarface: Body

WC: Body

**I'm Bad**

THE FOLLOWING FIGHTERS ARE PARTICULARLY EFFECTIVE AT MAKING OPPONENTS SUBMIT USING INCREASED PAIN ON SPECIFIC BODY PARTS:

D-Mob: Head, body, arm, leg  
DMX: Head, arm, leg

Headache: Head  
Masa: Head, leg

Method Man: Body  
Nore: Head

Zaheer: Body

**Hold It Now, Hit It**

The more momentum you have, the more hype your fighter becomes. As you continue to beat your opponent and your Blazin' meter lights up, it's time to light your opponent up with one of your finishing moves. Simply press any direction on the right analog stick to blaze up, then grab your opponent in a grapple from either the front or the rear. Hit the right analog stick a second time in any direction and watch as your fighter performs some of the sickest moves ever seen in the squared-circle.

But the Blazin' meter is about more than mere finishers. Not only are you faster in Blazin' mode, but all of your moves across the board do more damage to your opponent than normal. If your opponent isn't ready to be finished off but you have the opportunity to blaze, don't be shy, blaze up and take the opportunity to severely smack your opponent senseless. Best thing about it is, if you blaze and don't perform a finisher, your Momentum meter returns to three-quarters full when the Blazin' timer runs out, leaving you a prime opportunity to take out your opponent, once and for all.

If your opponent is Blazin', the best thing for you to do is to try to lock him in a submission hold. The longer you hold on, the less time he has to beat you to a bloody pulp. Along the same lines, if your opponent is Blazin' and for some reason decides to put you in a submission hold, don't even attempt to free yourself. Again, the longer you two are tangled in a submission hold, the less time he can work his new powers to his advantage.

**WELCOME TO THE TERRORDOME**

There are a variety of match types found in *Vendetta*, from tumultuous tag-team brawls to handicap matches where the loser might actually need a wheelchair. Here are a couple of quick hints to get you through the different modes.

**Tag Team**

The key to tag-team wrestling is to keep your opponent in your corner as much as possible as you and your partner continuously pummel him while preventing him from tagging his partner. The fresher your team is, and the more tired your opponent becomes, the faster you'll win the match.



If your opponent is about to make a tag, run into the ropes near where your opponent's partner is standing. If you time it right, you'll knock your opponent's partner off of the ring apron and onto the floor outside the ring, preventing the tag at the very last second. When playing tag-team matches in Story mode, it's easier to beat the wrestler you've already defeated than his stronger, often more intimidating partner.

# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## Handicap



If you want to win a handicap match, you'll need to focus on one of your opponents as much as possible. The more you try to take on everyone in the ring, the more abuse you're going to take, not dish out.



As you get closer to pinning your opponent, try throwing the other wrestlers out of the ring to avoid any interference. If you're having trouble getting rid of the other wrestlers, simply bring the wrestler you've been pummeling outside the ring with you and slap a submission hold on him. He might just give it up outside the ring.

## Free For All



Some of the biggest momentum boosts you can receive are through double-team maneuvers. When you see a fighter about to grapple an opponent, run over and try to join in on the fun.



One way to virtually ensure a win in the Free For All is to simply stand outside the ring and watch as all of your opponents beat each other senseless. When the time's right, jump back into the ring and finish the job to get the victory.

## Survival Mode



In Survival mode, you play against only those characters you've already defeated (unlocked) in Story mode. It's a quick way to earn some extra cash as you obviously already know how to take out these chumps.

**Story Mode**

This is where the Def and the Jam are separated from the flim and the flam. It's your opportunity to not only win the lady of your dreams, but to do it through the only two things you know you can depend on, your right and your left. As you progress through Story mode, every fighter you defeat will then unlock and be a playable character in all other modes in the game. Also, as you beat all fighters in the various venues, the venues are unlocked in all other game modes.

Before starting Story mode, earn some quick cash in Battle and Survival modes. This gives you an early advantage because you can use this money to upgrade your skills right from the start.

When upgrading your skills, the two most important attributes to increase are your power and charisma. Power, well, because who doesn't want to be stronger? Most surprisingly, though, is charisma. It's something you wouldn't normally upgrade right away, but in *Vendetta* having charisma goes a long way to helping boost that Momentum meter.

**ATTRIBUTES**

**Power:** Amount of damage inflicted by enemies

**Speed:** Movement speed

**Grappling:** Likelihood of having a grapple reversed (the higher a character's grappling rating, the harder it is to reverse grapples from that character)

**Defense:** Amount of damage sustained when hit, and the likelihood of reversing and countering moves (higher defense rating means it's easier to reverse and counter grapples/strikes)

**Stamina:** Total amount of health the character has and the base rate at which he recovers health

**Charisma:** Amount of momentum earned for successful moves and combos

**FIGHTER STRENGTHS**

**Power:** D-Mob, Cruz, Steel, Arii, Chukklez, House, Zaheer, Method Man, DMX, WC, Funk Flex, Deebo

**Speed:** D-Mob, Dan G., Pockets, Redman, Ludacris, DMX, Capone, Joe Budden, Tai, Opal, Penny

**Grappling:** D-Mob, Cruz, Zaheer, Method Man, WC, Omar

**Defense:** D-Mob, DMX, Masa

**Stamina:** D-Mob, Cruz, House, Headache, Method Man, Redman, DMX, WC

**Charisma:** D-Mob, Headache, Method Man, Redman, Nore, Ludacris, DMX, Carla

**CHARACTER SELECTION**

It's important to select a fighter for Story mode that plays the style you prefer. The better you know your fighter's strengths and weaknesses, the better prepared you'll be when you enter your first match. Check the Character chapter to find out everything you need to know about every fighter in the game, including how to beat them. But until then, here's a quick rundown of fighters you can select to play as in Story mode.

# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## BLOW YOUR MIND

**Arii:** Power, grappling, defense, stamina  
**Capone:** Power, speed, stamina, charisma  
**Carla:** Speed, stamina, charisma  
**Chukklez:** Power, grappling  
**Cruz:** Power, stamina, grappling  
**Dan G.:** Speed, stamina, charisma  
**Deebo:** Power, grappling, stamina  
**Deja:** Speed, charisma  
**D-Mob:** Power, grappling, defense, stamina, charisma  
**DMX:** Power, Speed, defense, stamina, charisma  
**Drake:** Speed  
**Funk Flex:** Power, grappling, defense, stamina, charisma  
**Ghostface Killah:** Power, speed, defense, stamina, charisma  
**Headache:** Power, stamina, charisma  
**House:** Power, grappling, stamina  
**Iceberg:** Power, stamina  
**Joe Budden:** Power, speed  
**Keith Murray:** Speed, grappling, stamina, charisma  
**Ludacris:** Speed, defense, stamina, charisma  
**Manny:** Power, speed, grappling, stamina

**Masa:** Grappling, defense  
**Method Man:** Power, grappling, stamina, charisma  
**Moses:** Power, defense, charisma  
**Nore:** Power, stamina, charisma  
**Nyne:** Power, grappling, stamina  
**Omar:** Power, grappling  
**Opal:** Speed, charisma  
**Peewee:** Power  
**Penny:** Speed, defense, charisma  
**Pockets:** Speed, defense, charisma  
**Razor:** Power, speed, stamina  
**Redman:** Speed, stamina, charisma  
**Ruffneck:** Grappling, stamina  
**Scarface:** Power, grappling, charisma  
**Sketch:** Power, speed, stamina  
**Snowman:** Power, grappling, defense, stamina  
**Steel:** Power, grappling, stamina  
**Tai:** Speed  
**WC:** Power, grappling, stamina, charisma  
**Zaheer:** Power, grappling, stamina



**Briggs:** Nicely balanced across the boards, Briggs is your basic street fighter. He uses a mixture of martial arts and brawling, and excels at power slams and submissions.



**Proof:** Quick and agile, Proof may have high charisma, but his defense is suspect. Proof fights with a variety of crowd-pleasing, high-flying moves. He uses his speed to whittle away at his opponent's health, while his flashy moves help build momentum quickly, giving him the opportunity to pull off a special move and earn the KO.



**Spider:** Focused more on defense, Spider fights using a mixture of judo and Muay Thai, working in a variety of nice throws, palm strikes, elbows, and knees. Spider has a strong chin and uses his defense to counter and reverse his opponents' moves.



**Tank:** A high-power, high-stamina, heavy-damage fighter, Tank excels at heavy attacks and power moves. Tank also inflicts tons of damage when diving off of the turnbuckle.

Again, check the Character chapter for clues on how to beat all of the fighters you'll face in Story mode. The more fighters you defeat, the more cash you'll earn. Head over to the Develop Character screen and continue to spend your money to increase your character's attributes.



Besides the typical fights in Story mode, your girl groupies will actually fight for the right to stand at your side. Check the Galleries section to learn all the specifics of how to unlock the different photo spreads. In the meantime, continue spending your money on your fighter, not on your flock and you'll be just fine. As you develop your hero's attributes, not only are more moves added to his arsenal, but you can also perform new specialized combos. Sorry rappers, this only works for the heroes of Story mode and no one else—even if you did win some sort of Ghetto Heisman. You know you have what it takes to reach the top of the *Def Jam* fighting circuit, so what are you waiting for? The gilries are waiting for you, the fellas are chanting your name, and D-Mob is already sizing you up to see which of his fighters can stick their size 12s in the unholiest of holies. You never know, D-Mob himself might even want a shot at you before all is said and done.

## THE STORY

It's been three years since D-Mob chased you out of the New York fight circuit and you swore you'd never go back. Now your pal Manny is in trouble and he needs you to bail him out. The plan is simple: get in, win a few fights, pay off his debt, get out. No problem. Well, it turns out that things aren't as easy as they appear. Once in the scene, your past comes back to haunt you. Soon you're over your head and your only chance to get your life back together is to settle a score that has gone too long unpaid.



### D-MOB

Here's the big man himself. The man you will avoid if you know what's good for you, understand? D-Mob runs all the fight club action in New York City. He also has his hands in just about everything else you can think of that involves money. Illicit enterprise is his thing, and he does it better than anyone.



### ANGEL

Hey look, it's your ex-girlfriend Angel. D-Mob started bringing her into his clubs, giving her plenty of opportunity to perform, and that's where she met you. There she is, watching your fights, always at your side...but then D-Mob was seducing her with those promises of fame and fortune, dangling a record contract for her, and you didn't like that one bit. Hey, a little tip for the future: girls don't like jealous, overbearing boyfriends. Now you're out here, and she's in there...with D-Mob.

### EXCLUSIVE TRACKS

Check out the Def Jam Artists section to see who has tracks that play during the game. Look here for the exclusive tracks that will put some game in your fighting style.

**"Do Sumthin"**  
Performed by Comp

**"Fight the Power"**  
Performed by Public Enemy

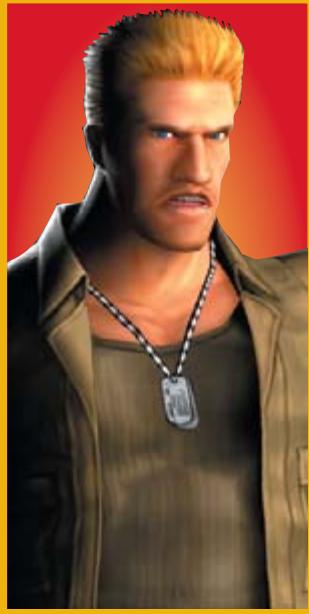
**"Stick 'em"**  
Performed by Comp

**"Throw Ya Gunz"**  
Performed by Onyx

# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## BRIGGS



## THE HEROES

STATS

**FULL NAME:** Mathew Elam

**HOMETOWN:** Dallas, Texas

**NATIONALITY:** American

**AGE:** 26

**HEIGHT:** 6'2"

**WEIGHT:** 225 lbs

**OCCUPATION:** Former U.S. Marine

## BIO

Briggs is one of the four heroes that can be selected in Story mode. Dishonorably discharged from the U.S. Marines for striking a superior officer, Briggs lost himself in the New York fight scene as a way of forgetting his past. Your basic street fighter, Briggs uses a mixture of martial arts and brawling. He excels at power slams and submission moves.

### COMBOS (Briggs 1)

**DISHONORABLE DISCHARGE:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a hard grapple and press  $\times + \leftarrow$  or  $\times + \rightarrow$  ( $\text{A} + \leftarrow$  or  $\text{A} + \Rightarrow$ ) ( $\text{A} + \leftarrow$  or  $\text{A} + \Rightarrow$ ). When opponent falls to the ground, stand near his head and tap  $\times$  ( $\text{A}$ ) to perform a ground submission.

**WAR CRY:** Grab opponent in soft grapple and tap  $\blacksquare$  ( $\text{B}$ ). While opponent is on the ground, stand near his feet and tap  $\times$  ( $\text{A}$ ) to perform a leg submission.

**FRIENDLY FIRE:** Run toward opponent and tap  $\times + \blacksquare$  ( $\text{A} + \text{B}$ ),  $\times + \blacksquare$  ( $\text{A} + \text{B}$ ). When opponent falls, tap  $\blacksquare$  ( $\text{B}$ ) to hit him with a ground strike.

### COMBOS (Briggs 2)

**DISHONORABLE DISCHARGE:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a hard grapple and press  $\times + \leftarrow$  or  $\times + \rightarrow$  ( $\text{A} + \leftarrow$  or  $\text{A} + \Rightarrow$ ). When opponent falls to the ground, stand near his head and tap  $\times$  ( $\text{A}$ ) to perform a ground submission.

**WAR CRY:** Grab opponent in soft grapple and tap  $\blacksquare$  ( $\text{B}$ ). While opponent is on the ground, stand near his feet and tap  $\times$  ( $\text{A}$ ) to perform a leg submission.

**SHOW OF FORCE:** When opponent is in corner turnbuckle, grab him with a soft corner grapple by tapping  $\times$  ( $\text{A}$ ). Once opponent falls, tap  $\blacksquare$  ( $\text{B}$ ),  $\blacksquare$  ( $\text{B}$ ).

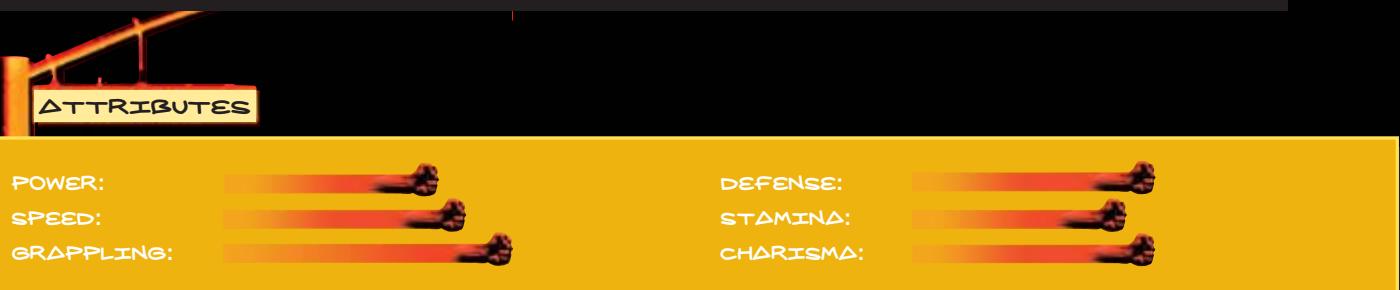


## Combos (Briggs 3)

**DISHONORABLE DISCHARGE:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a hard grapple and press  $\times + \downarrow$  or  $\times + \rightarrow$  ( $\text{A} + \leftarrow$  or  $\text{A} + \rightarrow$ ). When opponent falls to the ground, stand near his head and tap  $\times(\text{A})$  to perform a ground submission.

**SHOW OF FORCE:** When opponent is in corner turnbuckle, grab him with a soft corner grapple by tapping  $\times(\text{A})$ . Once opponent falls, tap  $\blacksquare(\text{B})$ ,  $\blacksquare(\text{B})$ .

**FRIENDLY FIRE:** Smack opponent with two close soft strikes by tapping  $\blacksquare(\text{B})$ ,  $\blacksquare(\text{B})$ , then grab opponent in a hard grapple and press  $\times + \leftarrow$  or  $\times + \rightarrow$  ( $\text{A} + \leftarrow$  or  $\text{A} + \rightarrow$ ).



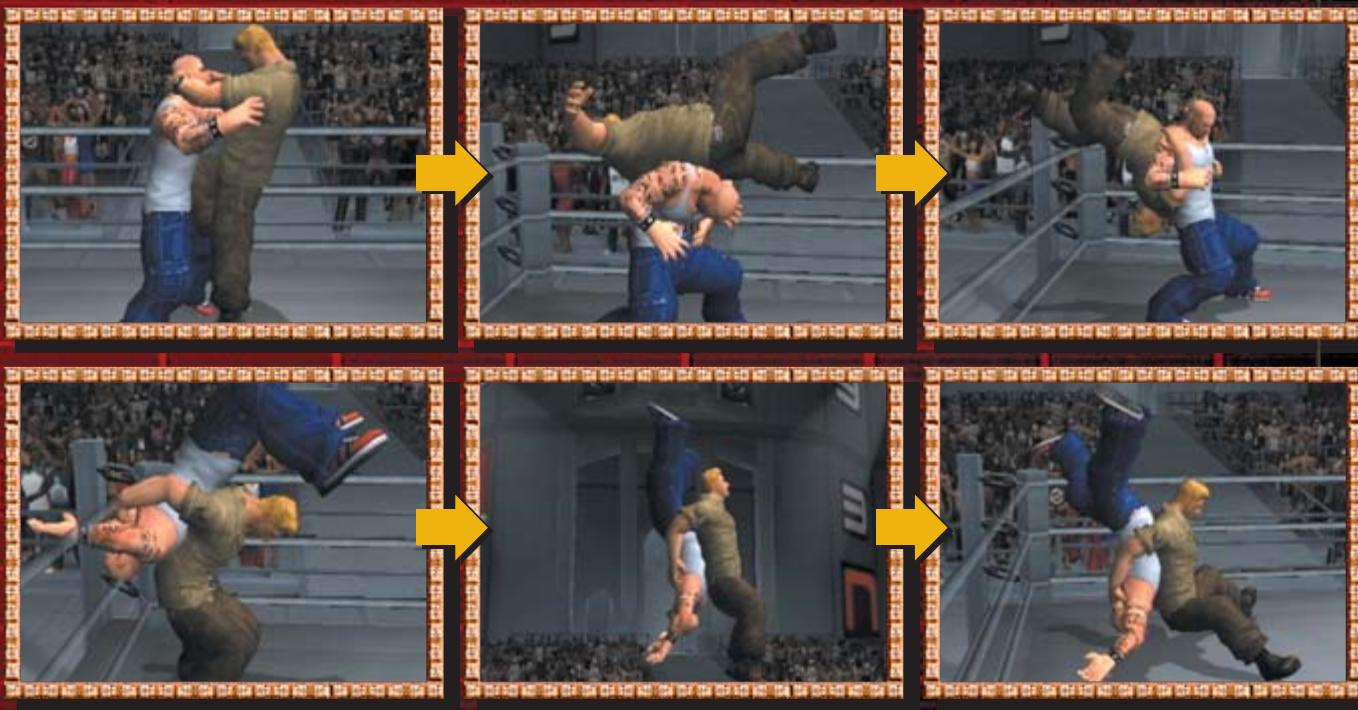
## SPECIAL MOVES

### REAR SPECIAL: THE CHIROPRACTOR

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (\text{C} >)$ .

### FRONT SPECIAL: VERTABREAKER

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (\text{C} >)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## PROOF



### STATS

**FULL NAME:** Erick Jackson

**HOMETOWN:** Los Angeles, California

**NATIONALITY:** American

**AGE:** 23

**HEIGHT:** 6'1"

**WEIGHT:** 175 lbs

**OCCUPATION:** Superbike Racer

## BIO

A true adrenaline junkie, Proof loves anything that gives him a thrill. He started racing motorcycles when he was a kid, and entered the U.S. Superbike circuit at 19. After a series of reckless maneuvers, Proof was ruled responsible for a crash that ended the career of one of the other racers and was handed a five-year suspension.

### COMBOS (Proof 1)

**SET TRIPPIN:** Run toward opponent and tap  $\rightarrow + \blacksquare$  ( $\leftarrow + \circlearrowright$ ). Grab opponent in a soft grapple and tap  $\blacksquare + \leftarrow$  or  $\blacksquare + \rightarrow$  ( $\circlearrowleft + \circlearrowright$  or  $\circlearrowright + \circlearrowleft$ ). When opponent falls to the mat, stand by his head and tap  $\times + \circledast$  to perform a head submission.

**PROVEN WORTH:** Grab opponent in a hard grapple and press  $\uparrow + \times + \circledast$ . While opponent is on the ground, stand near opponent's head and tap  $\times + \circledast$  to perform a ground submission.

**CAT WALK:** Grab opponent in a soft grapple and tap  $\times$ . When opponent is on the ground, tap  $\blacksquare + \circledast$  to perform a ground strike.

### COMBOS (Proof 2)

**SET TRIPPIN:** Run toward opponent and tap  $\rightarrow + \blacksquare$  ( $\leftarrow + \circlearrowright$ ). Grab opponent in a soft grapple and tap  $\blacksquare + \leftarrow$  or  $\blacksquare + \rightarrow$  ( $\circlearrowleft + \circlearrowright$  or  $\circlearrowright + \circlearrowleft$ ). When opponent falls to the mat, stand by his head and tap  $\times + \circledast$  to perform a head submission.

**CAT WALK:** Grab opponent in a soft grapple and tap  $\downarrow$ . When opponent is on the ground, tap  $\blacksquare + \circledast$  to perform a ground strike.

**MACK MURDERER:** Press  $\rightarrow + \blacksquare$  ( $\leftarrow + \circlearrowright$ ) to hit opponent with a hard strike. Run toward opponent and press  $\rightarrow + \blacksquare$  ( $\circlearrowleft + \circlearrowright$ ) to hit him with a running strike. Climb to the top rope and pounce on opponent for the final hit.



## Combos (Proof 3)

**SET TRIPPIN:** Run toward opponent and tap  $\rightarrow + \square$  ( $\diamond + \circlearrowleft$ ). Grab opponent in a soft grapple and tap  $\square + \leftarrow$  or  $\square + \rightarrow$  ( $\circlearrowleft + \circlearrowright$  or  $\circlearrowright + \circlearrowleft$ ). When opponent falls to the mat, stand by his head and tap  $U(\textcircled{A})$  to perform a head submission.

**MACK MURDERER:** Press  $\rightarrow + \square$  ( $\diamond + \circlearrowleft$ ) to hit opponent with a hard strike. Run toward opponent and press  $\rightarrow + \square$  ( $\diamond + \circlearrowleft$ ) to hit him with a running strike. Climb to the top rope and pounce on opponent for the final hit.

**BULLET PROOF:** Tap  $\rightarrow + \square$  ( $\diamond + \circlearrowleft$ ) to hit opponent with a close soft strike. Whip opponent into the ropes with a soft Irish Whip and tap  $\times(\textcircled{A})$ . When opponent falls to the mat, tap  $\square(\circlearrowright)$  to perform a ground strike.



## SPECIAL MOVES

### REAR SPECIAL: ROAD RASH

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (\textcircled{C})$ .

### FRONT SPECIAL: OVER-ENDO

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (\textcircled{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## SPIDER



**FULL NAME:** Rafael Oliveras

**HOMETOWN:** Spanish Harlem, New York

**NATIONALITY:** Puerto Rican

**AGE:** 29

**HEIGHT:** 6'2"

**WEIGHT:** 223 lbs

**OCCUPATION:** None

## BIO

Spider grew up in San Juan, Puerto Rico. His family moved to New York when he was 14 years old, and he quickly became a standout high school basketball player. In his senior year, he became the victim of a random act of street violence. While walking home, Spider was hit in a drive-by shooting. He took two bullets: one shattered his left leg, and the other lodged in his skull, leaving him in a coma for several weeks. Unable to pursue his basketball dreams, Spider turned to fighting as a means to make money and focus his rage. Spider fights using a mixture of judo and Muay Thai, with a variety of nice throws, palm strikes, elbows, and knees. He has a strong chin and uses his defense to counter and reverse his opponents' moves.

## COMBOS (Spider 1)

**WIDOWMAKER:** When opponent is in the corner turnbuckle, grab him in a soft corner grapple by tapping  $\times(\textcircled{A})$ . When opponent falls to the mat, tap  $\blacksquare(\textcircled{B})$ ,  $\blacksquare(\textcircled{B})$ .

**WEB SPINNER:** Grab opponent in a hard grapple and press  $\uparrow+\blacksquare(\textcircled{C}+\textcircled{B})$ . While opponent is on the ground, tap  $\times(\textcircled{A})$  when near opponent's feet to grab opponent in a leg submission.

**SHOT OF VENOM:** Smack opponent with a hard strike by pressing  $\blacksquare(\textcircled{B})$ . Grab opponent in a hard Irish Whip grapple and as your opponent runs back toward you, press  $\rightarrow+\times(\textcircled{C}+\textcircled{A})$ .

## COMBOS (Spider 2)

**WIDOWMAKER:** When opponent is in the corner turnbuckle, grab him in a soft corner grapple by tapping  $\times(\textcircled{A})$ . When opponent falls to the mat, tap  $\blacksquare(\textcircled{B})$ ,  $\blacksquare(\textcircled{B})$ .

**SHOT OF VENOM:** Smack opponent with a hard strike by pressing  $\blacksquare(\textcircled{B})$ . Grab opponent in a hard Irish Whip grapple and as your opponent runs back toward you, press  $\rightarrow+\times(\textcircled{C}+\textcircled{A})$ .

**PAROLE VIOLATION:** Tap  $\times+\blacksquare(\textcircled{A}+\textcircled{B})$  to perform a combo strike. Grab opponent in a soft Irish Whip grapple and tap  $\rightarrow+\times(\textcircled{C}+\textcircled{A})$ . When opponent falls to the mat, stand near his head and tap  $\times(\textcircled{A})$  to perform a head submission.



## Combos (Spider 3)

**WIDOWMAKER:** When opponent is in the corner turnbuckle, grab him in a soft corner grapple by tapping  $\times$ ( $\textcircled{A}$ ). When opponent falls to the mat, tap  $\blacksquare$ ( $\textcircled{B}$ ),  $\blacksquare$ ( $\textcircled{B}$ ).

**PAROLE VIOLATION:** Tap  $\times+\blacksquare$ ( $\textcircled{A}+\textcircled{B}$ ) to perform a combo strike. Grab opponent is a soft Irish Whip grapple and tap  $\rightarrow+\times$ ( $\textcircled{B}+\textcircled{A}$ ). When opponent falls to the mat, stand near his head and tap  $\times$ ( $\textcircled{B}$ ) to perform a head submission.

**PUERTORICAN PRIDE:** Tap  $\rightarrow+\blacksquare$ ( $\textcircled{B}+\textcircled{A}$ ) to perform a close soft strike. Press  $\rightarrow+\blacksquare$ ( $\textcircled{B}+\textcircled{A}$ ) to perform a hard strike. Grab opponent in a hard grapple and press  $\blacksquare$ ( $\textcircled{B}$ ).



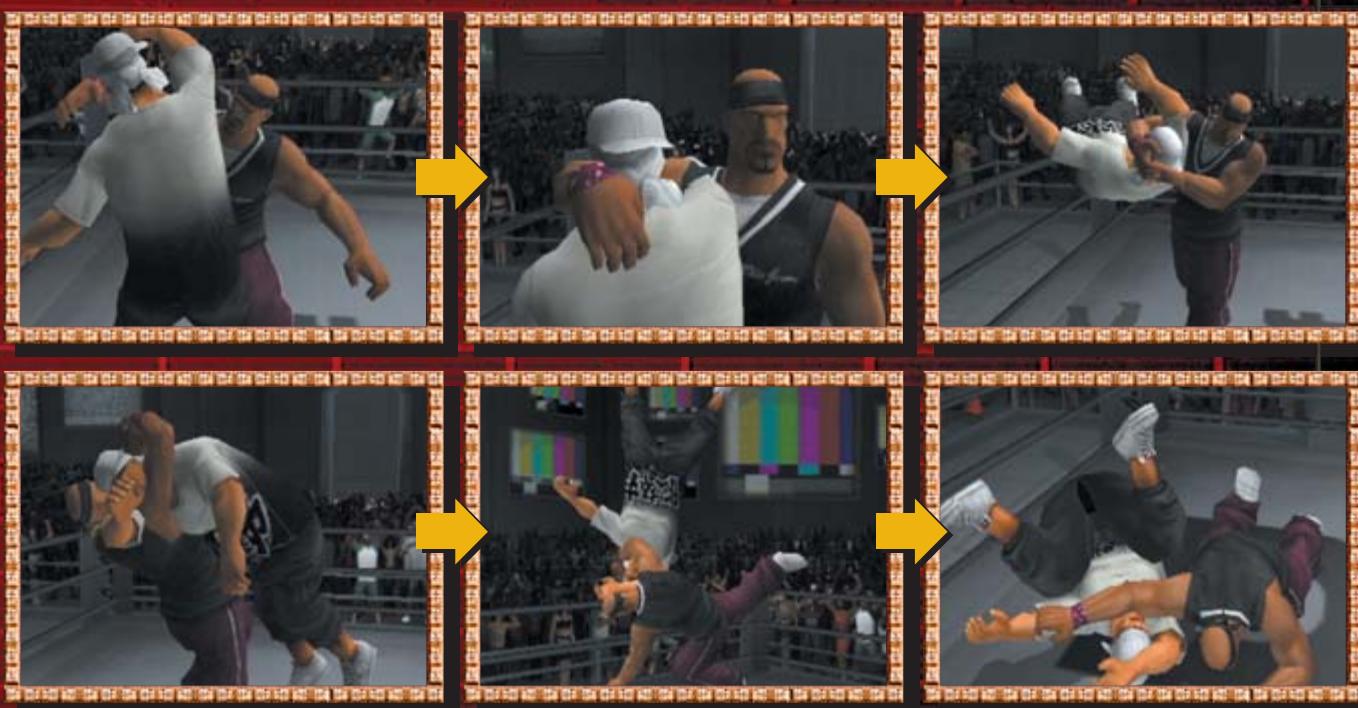
## SPECIAL MOVES

### REAR SPECIAL: HARLEM HANDSPRING

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow$ ( $\textcircled{C}$ ).

### FRONT SPECIAL: HARLEM WHIRLWIND

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow$ ( $\textcircled{C}$ ).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## TANK



**FULL NAME:** Takeshi Arakawa

**HOMETOWN:** Adachi-ku, Japan

**NATIONALITY:** Japanese

**AGE:** 24

**HEIGHT:** 5'10"

**WEIGHT:** 242 lbs

**OCCUPATION:** Aspiring Rapper



## STATS

## BIO

A talented rapper with a loyal Japanese fan base, Tank came to New York with dreams of scoring a recording contract with a North American record label. So far he hasn't had any luck—his strange Japanese raps don't hold much appeal to North American hip hop fans. Tank started fighting on the New York circuit to make ends meet. A brawler who excels at heavy attacks and power moves, Tank also does tons of damage when diving off the turnbuckle.

## COMBOS (Tank 1)

**KAMIKAZE COMBO:** While getting up off the mat, strike opponent by holding **R2 (R)** and tapping **■ (B)**. Grab opponent in a hard Irish Whip grapple and press **■ (B)**.

**TOKYO TORTURE:** Grab opponent in a hard grapple and press **↑+■ (↑+A)**. When opponent falls to the mat, stand by his feet and tap **× (A)** to perform a leg submission.

**EASTERN EDGE COMBO:** Grab opponent in a soft grapple and tap **× (A)**. When opponent falls, tap **■ (B)** to perform ground strike.

## COMBOS (Tank 2)

**KAMIKAZE COMBO:** While getting up off the mat, strike opponent by holding **R2 (R)** and tapping **■ (B)**. Grab opponent in a hard Irish Whip grapple and press **■ (B)**.

**TOKYO TORTURE:** Grab opponent in a hard grapple and press **↑+■ (↑+A)**. When opponent falls to the mat, stand by his feet and tap **■ (A)** to perform a leg submission.

**YOKOHAMA SHAKEDOWN:** Press **→+■ (↓+B)** to hit opponent with a hard strike. Grab opponent in a soft grapple and tap **↑+■ (↑+A)**. When opponent falls down to the mat, tap **■ (B)** to perform a ground strike.



## Combos (Tank 3)

**KAMIKAZE COMBO:** While getting up off the mat, strike opponent by holding **R2 (R)** and tapping **■ (B)**. Grab opponent in a hard Irish Whip grapple and press **■ (B)**.

**YOKOHAMA SHAKEDOWN:** Press **→+■ (→+B)** to hit opponent with a hard strike. Grab opponent in a soft grapple and tap **↑+■ (↑+A)**. When opponent falls down to the mat, tap **■ (B)** to perform a ground strike.

**TOKYO TSUNAMI:** Tap **X+■ (A+B)** to hit opponent with a combo strike. Grab opponent in a hard grapple and press **X+←** or **X+→ (A+← or A+→)**. Climb to the top rope and pounce on opponent for the final hit.



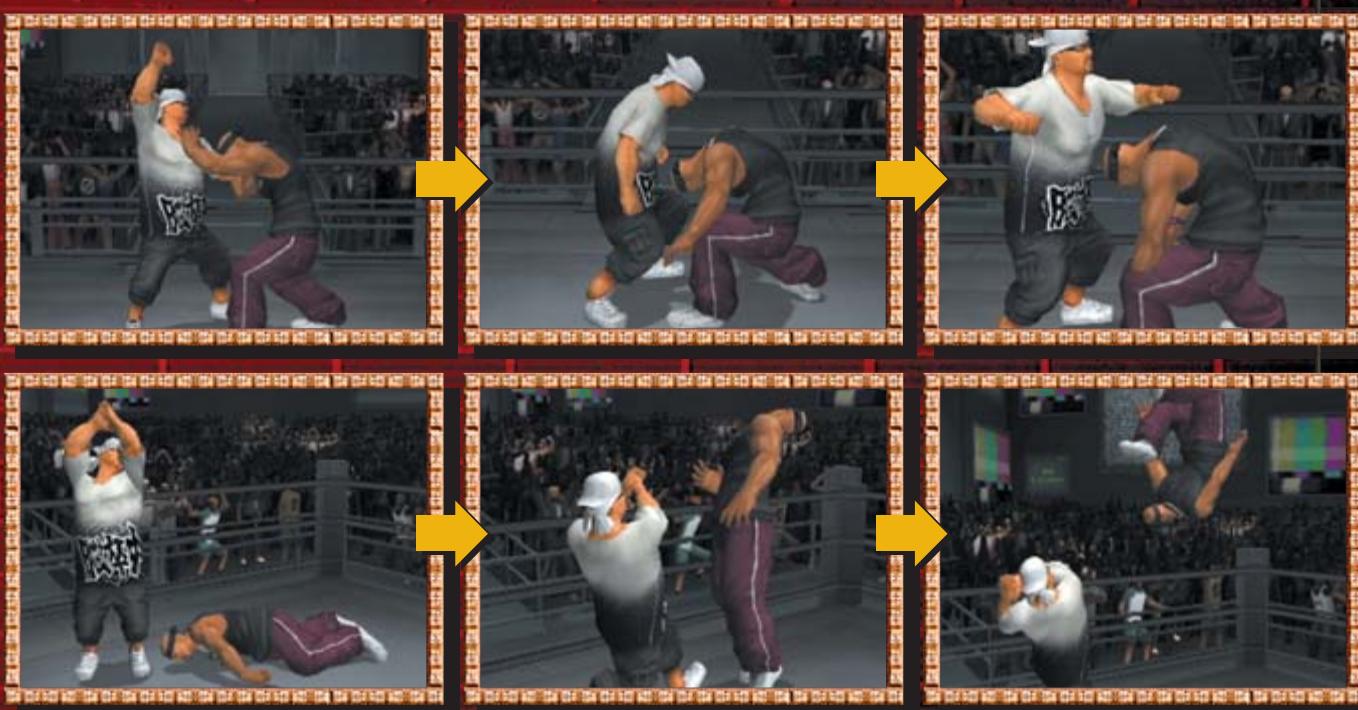
## SPECIAL MOVES

### REAR SPECIAL: KNUCKLE BALL

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **ANALOG → (C)**.

### FRONT SPECIAL: BATTING PRACTICE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap **ANALOG → (C)**.



## CRUZ



# STORY MODE OPPONENTS

## STATS

**FULL NAME:** Luis De la Cruz

**HOMETOWN:** Los Angeles, California

**NATIONALITY:** American

**AGE:** 31

**HEIGHT:** 6'7"

**WEIGHT:** 315 lbs

**OCCUPATION:** Streetfighter

## BIO

Cruz is big, bad, and all business. Involved with Mexican drug lords since the age of 16, Cruz was brought in to "persuade" rivals to move on while they still could. Driven into hiding by authorities, Cruz has taken to fighting in order to get by until the heat is off. His street fighting style deceives a lot of opponents, but the result is always the same: Knockouts. Size and strength matter, and that's all he needs.

## HOW TO BEAT HIM

Cruz has overpowering strength, and he'll use it once he grapples you. If he gets you dizzy, it's all over. You need to keep moving and maintain distance from him when you aren't attacking.

Defense is very important when you're facing big Cruz. Try using running strikes and quick attacks to soften him up. Be patient and don't go for any big grapple moves until you've brought his health down substantially. If you can get him on the canvas when his health is low, a diving attack from the turnbuckle can really take the fight out of him.

## COMBOS

**GONE LOCO:** Hit opponent with a combo strike by tapping  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ). Press  $\blacksquare$  ( $\textcircled{B}$ ) to hit opponent with a hard strike, then grab opponent in a hard grapple and press  $\downarrow + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ).

**MEXICAN MAYHEM:** Grab opponent in soft grapple and tap  $\uparrow + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ). While opponent is on the ground, perform a running ground strike by tapping  $\blacksquare$  ( $\textcircled{B}$ ), then tap  $\times$  ( $\textcircled{A}$ ) to grab opponent in a ground submission.

**CRENSHAW RAMPAGE:** Smack opponent with a close soft strike by tapping  $\rightarrow + \times$  ( $\textcircled{A} + \textcircled{B}$ ). Grab opponent in a soft grapple and tap  $\leftarrow + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ) or  $\rightarrow + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ). Follow up the move with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ).

# STORY MODE OPPONENTS: CRUZ



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Cruzn for a Bruzn: From a strong front grapple, tap  $\downarrow + \blacksquare$  ( $\downarrow + \text{B}$ )
2. 6 Feet Under: From a strong front grapple, tap  $\uparrow + \blacksquare$  ( $\uparrow + \text{B}$ )
3. Cradle to tha Grave: From a weak front grapple, tap  $\uparrow + \blacksquare$  ( $\text{W} + \text{B}$ )

## SPECIAL MOVES

### REAR SPECIAL: STEAM ROLLER

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .

### FRONT SPECIAL: CRUZ CONTROL

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## DAN G.



**FULL NAME:** Daniel G. Anderson

**HOMETOWN:** Newark, New Jersey

**NATIONALITY:** American

**AGE:** 34

**HEIGHT:** 6'3"

**WEIGHT:** 220 lbs

**OCCUPATION:** Streetfighter

## BIO

Dan G. was born in Jamaica, but raised in the USA. His family moved to New Jersey when he was less than a year old. He grew up learning capoeira and breakdancing around the Tri State area with a b-boy crew calling themselves The Str8 Breakers. The breakdancing bubble had burst by the end of the eighties, and Dan G. tried to make a name for himself as an emcee. He started street fighting as a means to pay for his demo, but found he had a knack for it. Now Dan's a star in the underground, busting heads with a style that keeps the crowds calling his name. He still dreams of being a famous rapper, but for now he finds happiness in the ring.

## HOW TO BEAT HIM

Dan G. is a tricky opponent. His moves are unpredictable, and he moves with lightning speed. Dan G. also packs a lot of power in his punch. The crowd loves him, so he quickly builds his Momentum meter. Defend yourself and make sure he doesn't string together combos, otherwise he'll soon be Blazin' and you'll be hitting the floor. The best approach with Dan G. is to maintain distance and concentrate on defense until you're ready to make your move. Probe him with quick strikes. When one connects, be ready to follow it up with a flurry and go in for the grapple. From there, keep up the attack until he recovers, then go back to hit and run.

## COMBOS

**BREAKBEAT BEATDOWN:** Hit opponent with a light close strike by tapping  $\rightarrow + \blacksquare (\rightarrow + \circlearrowright)$ . Press  $\rightarrow + \blacksquare (\rightarrow + \circlearrowright)$  to hit opponent with a hard strike, then grab opponent in a hard grapple and press  $\rightarrow + \blacksquare (\rightarrow + \circlearrowright)$ .

**COMIN' CORRECT:** From a distance, tap  $\blacksquare (\circlearrowright)$  to hit opponent with a light strike. Press  $\blacksquare (\circlearrowright)$  to hit opponent with a hard strike, then grab opponent in a hard grapple and press  $\uparrow + \times (\uparrow + \circlearrowright)$ .

**BEATBOXIN':** Run toward opponent and tap  $\rightarrow + \blacksquare (\rightarrow + \circlearrowright)$ . Grab opponent in a rear hard grapple and press  $\times (\circlearrowright)$ . When opponent is on the ground, hit him with a ground strike by tapping  $\blacksquare (\circlearrowright)$ .

# STORY MODE OPPONENTS: DAN G.



## ATTRIBUTES

POWER:   
SPEED:   
GRAPPLING: 

DEFENSE:   
STAMINA:   
CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. B-Boyn': When you're far away from opponent, tap  $\rightarrow + \blacksquare$  ( $\rightarrow + \text{B}$ )
2. Foot Freeze: Tap  $\blacksquare + \times$  ( $\text{B} + \text{A}$ )
3. Boomerang Backflip: While running toward the ropes, tap  $\times$  ( $\text{B}$ )

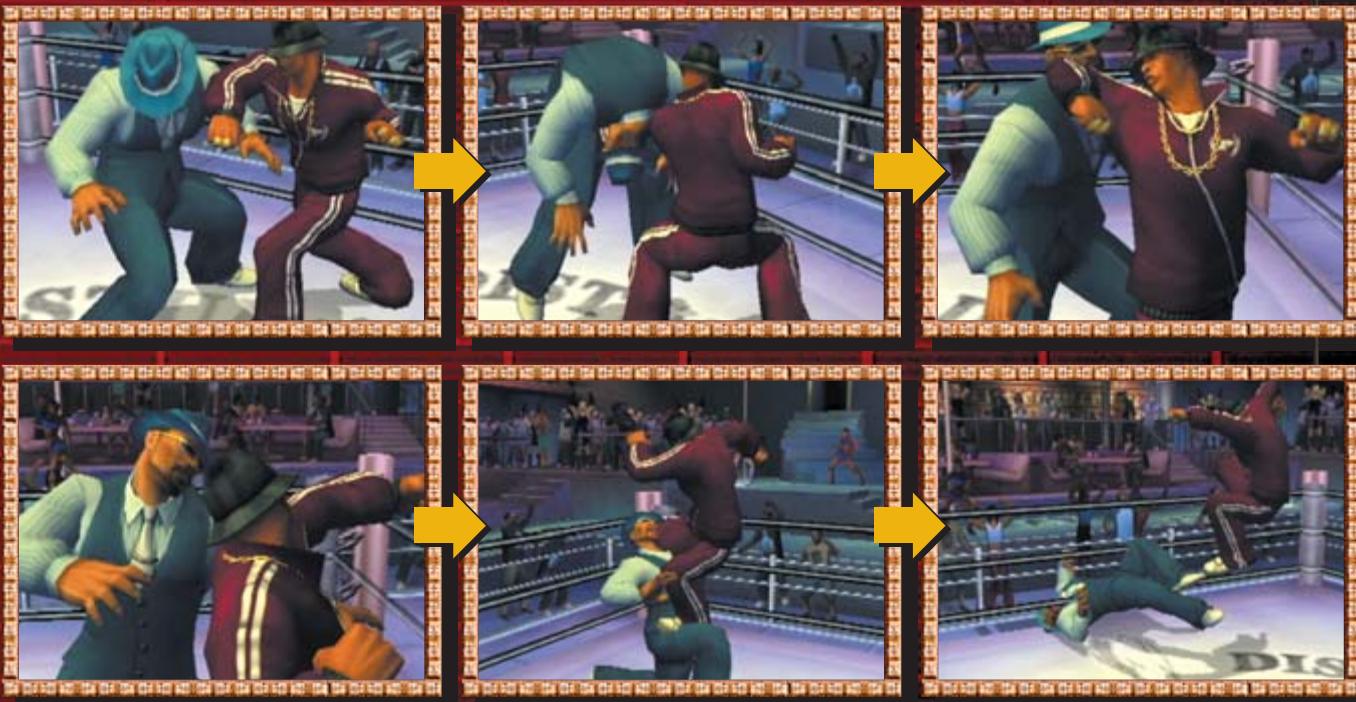
## SPECIAL MOVES

### REAR SPECIAL: BREAKIN'

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .

### FRONT SPECIAL: ROCKIN' IT STEADY

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## DRAKE



**FULL NAME:** Drake Evans

**HOMETOWN:** Grosse Point, Michigan

**NATIONALITY:** American

**AGE:** 21

**HEIGHT:** 6'2"

**WEIGHT:** 205 lbs

**OCCUPATION:** None

## BIO

Originally from Detroit, Drake moved to New York a couple years ago. Since then, he's gone from serious street-baller to aspiring street fighter. A cocky mouthpiece, Drake is always talking smack to anyone who'll listen. He's quick and dirty, and his suspect defense and "wannabe" persona makes him highly unpopular with the crowds.

## HOW TO BEAT HIM

Drake is fairly weak and his defense is atrocious, but his unpredictable moves can make him a frustrating opponent. The best approach is to keep up a steady attack and always be on the lookout for low blows—Drake loves to fight dirty. Use grapples to wear Drake down, tying him up to negate his speed. Though he works his arms to score points with the ladies, Drake doesn't do much in the way of bodywork, so using body submission moves can bring his night to a close.

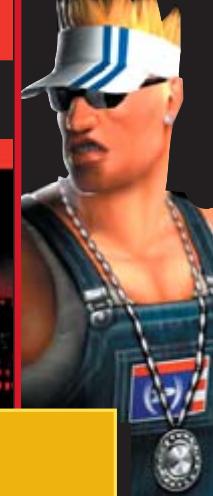
## COMBOS

**BALLIN' 'N SHOT CALLIN':** Hit opponent with a running combo strike by tapping  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ). Hit opponent with a ground strike by tapping  $\blacksquare$  ( $\textcircled{B}$ ), then hit again with another combo strike by tapping  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ).

**I GOT NEXT:** Grab opponent in hard grapple and tap  $\uparrow + \times$  ( $\uparrow + \textcircled{A}$ ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  ( $\textcircled{B}$ ), then tap  $\times$  ( $\textcircled{A}$ ) to grab opponent in a ground submission.

**AND ONE:** Smack opponent with a hard strike by tapping  $\rightarrow + \blacksquare$  ( $\rightarrow + \textcircled{B}$ ). Whip opponent into the ropes and press  $\times$  ( $\textcircled{A}$ ). When opponent gets knocked to the ground, stand near his feet and tap  $\times$  ( $\textcircled{A}$ ) to perform a ground submission.

# STORY MODE OPPONENTS: DRAKE



## ATTRIBUTES

POWER: SPEED: GRAPPLING:

DEFENSE: STAMINA: CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Tight Game: Press  $\rightarrow + \blacksquare (\rightarrow + \textcircled{B})$
2. Hangover: From a weak front grapple, tap  $\downarrow + \blacksquare (\downarrow + \textcircled{B})$
3. Settin' Fire: When opponent runs toward you, grab him in a strong grapple and press  $\rightarrow + \times (\rightarrow + \textcircled{A})$

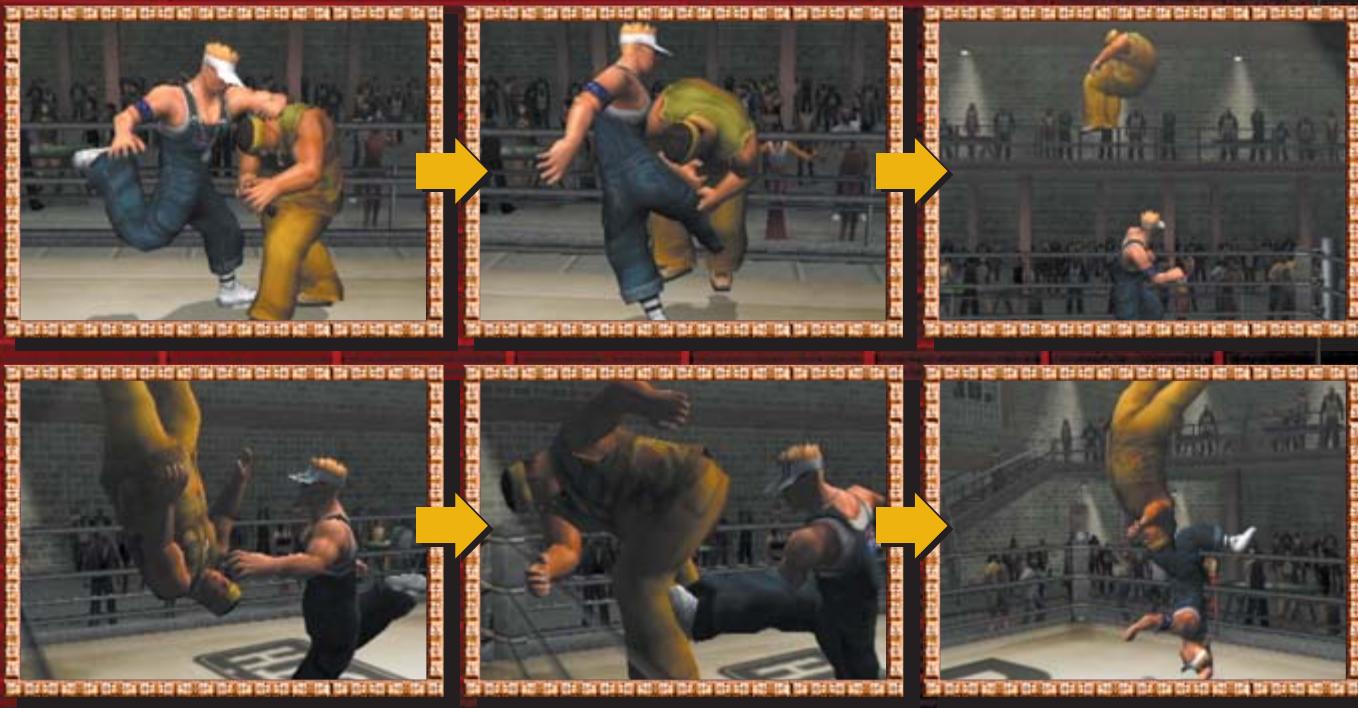
## SPECIAL MOVES

### REAR SPECIAL: SLAM DUNK

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .

### FRONT SPECIAL: TRAVELING

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## HEADACHE



**FULL NAME:** DeMarcus P. Johnson

**HOMETOWN:** Detroit, Michigan

**NATIONALITY:** American

**AGE:** 21

**HEIGHT:** 5'11"

**WEIGHT:** 220 lbs

**OCCUPATION:** Streetfighter

## BIO

Born and raised in Detroit, Headache has always had a tough time controlling his temper. After repeated incidents of violence, he was finally sent to prison for assault. Once there, he wound up serving twice his original sentence because of frequent infractions against fellow prisoners and guards. When he was released, he turned to organized fighting as a means to release his pent-up anger. Though he remains a vicious fighter in the ring, he has been taking Anger Management therapy and friends say he has calmed down noticeably in his personal life.

## HOW TO BEAT HIM

By the time you meet Headache, you should have a handle on the combo system that helps win over the crowds and get you closer to Blazin'. Using your combos is the best straight up strategy to beat Headache. He'll come after you right away, keep your distance and let him get a bit bored. Sneak in some taunts to build up your momentum, and then utilize the specialized combos your character has and the common combos that everyone can use.

## COMBOS

**MIGRAINE:** While getting up, hold **R2 (R)** and press **■ (B)** to hit opponent with a rising strike. Reverse your opponents move into a hard grapple and press **↑+■ (↑+B)**. When opponent falls down to the mat, tap **■ (B)** to perform a ground strike.

**BULL CHARGE:** Smack opponent with a hard strike by pressing **■ (B)**. Knock opponent into the corner and grab him in a soft corner grapple by tapping **× (A)**.

**BRAIN TRAUMA:** From a distance, tap **× (A)** to hit opponent with a soft strike. Tap **×+■ (A+B)** to hit opponent with a combo strike, then grab opponent in a soft grapple and tap **↑+■ (↑+B)**.

# STORY MODE OPPONENTS: HEADACHE



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Gritty Headbutt: Press **■ + → (Ⓐ + ⌂)**
2. Bull Charge: Press **■ (Ⓑ)**
3. Skull Thumper: Press **■ (Ⓑ)** when opponent is on the ground

## SPECIAL MOVES

### REAR SPECIAL: HEAD RUSH

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **ANALOG → (C)**.

### FRONT SPECIAL: HEADS UP

When your Blazin' meter is activated, grab your opponent in a front grapple and tap **ANALOG → (C)**.



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## ICEBERG



**FULL NAME:** Mack Parker

**HOMETOWN:** Miami, Florida

**NATIONALITY:** American

**AGE:** 34

**HEIGHT:** 6'5"

**WEIGHT:** 210 lbs

**OCCUPATION:** Retired Pimp

## BIO

Mack Parker grew up on the outskirts of Miami and moved to the big city to make his fortune. After a brief and unsuccessful stint as a bag man, he quickly found his calling: manipulating women into doing just about whatever he wanted them to. Of course, Mack would claim that he provides services—protection and whatnot. After many years operating a successful "business," Mack finally hit on the wrong girl: the wife of a Colombian drug lord. Once he heard there was a price on his head, he fled north to New York City. Now, he's fighting to make enough money to disappear for good.

## HOW TO BEAT HIM

Iceberg is a tough opponent. He has strong grappling skills and enough power to send you reeling. He's popular with the crowds, and is able to quickly build momentum to unleash his special move. The trick is to make sure that he can't string together any big combinations. If you see his momentum getting high, take him outside the ring and use submission moves to bring it back down.

## COMBOS

**PULLIN' TRICKS:** Grab opponent in a hard Irish Whip grapple and press  $\times$ ( $\textcircled{A}$ ) as he runs back towards you. When opponent falls to the mat, stand near his head and tap  $\times$ ( $\textcircled{A}$ ) to perform a head submission.

**AROUND THE WORLD:** Run toward opponent and press  $\rightarrow+\times+(\textcircled{L}+\textcircled{B})$ . Grab opponent in a hard grapple and press  $\rightarrow+\times+(\textcircled{L}+\textcircled{B})$ .

**JIMMY HAT:** Hit opponent with a reverse rope strike by pressing  $\bullet+\times+\text{toward ropes}$ . Grab opponent in a hard grapple and press  $\times(\textcircled{A})$ . When opponent falls to the mat, press  $\blacksquare(\textcircled{B})$  to perform a ground attack.

# STORY MODE OPPONENTS: ODEBERG



## ATTRIBUTES

POWER:   
SPEED:   
GRAPPLING: 

DEFENSE:   
STAMINA:   
CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Escort Service: From a strong front grapple, tap  $\rightarrow + X (\diamond + B)$
2. Pimp Drop: While opponent is in corner turnbuckle, press  $X (A)$
3. Saturday Nite Special: From a strong rear grapple, press  $X (A)$

## SPECIAL MOVES

### REAR SPECIAL: ROSY CHEEKS

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (C\triangleright)$ .

### FRONT SPECIAL: TURN 'EM OUT

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (C\triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## MASA



**FULL NAME:** Masakazu Ninagawa

**HOMETOWN:** Kobe, Japan

**NATIONALITY:** Japanese

**AGE:** 27

**HEIGHT:** 6'1"

**WEIGHT:** 190 lbs

**OCCUPATION:** Yakuza

MASA IS PARTICULARLY EFFECTIVE AT USING SUBMISSION MOVES ON HIS OPPONENT'S HEAD AND LEGS. BE CAREFUL TO PROTECT THESE AREAS WHEN FIGHTING HIM.

## BIO

As the son of a high-ranking Yakuza, Masa has always been exposed to the darker side of the life. The youngest of three brothers, Masa has always had something to prove. He took the challenge from his father to extend ties into America. New York was chosen as the base of operations, and within months the Yakuza had extended itself into several shady areas. One of these areas is underground fighting, and Masa is here to prove that the Yakuza belong in this arena.

## HOW TO BEAT HIM

Masa is the master of submission holds. Once he gets his hands on you, he'll go to work on your body parts, wearing you down for the submission. Rule number one is to keep the fight in the ring. That way you always have the chance for a rope break. Try to stay close to the ropes as you fight for this same reason. Masa is not very popular, so if you can prevent him from landing scoring combos, he'll have a hard time filling his Momentum meter. Masa's defensive skills are excellent. He can reverse and counter moves effectively, so you need to exercise caution when attacking. Vary the tempo and type of attack to break through his defenses. Fight opportunistically without taking any big risks, and you should be able to wear Masa down gradually and win by KO or pin.

## COMBOS

**SNAKE BITE:** Run toward opponent and tap  $\blacksquare$  (B). When opponent falls to the mat, tap  $\times$  (A) while standing near his head to perform a head submission.

**DRAGONS BREATH:** Smack opponent from in close with a soft strike by tapping  $\blacksquare$  (B). Grab opponent in a soft grapple and tap  $\downarrow+\times$  (↓+ A). When opponent falls to the mat, tap  $\times$  (A) while standing near his head to perform a head submission.

**KOBE CRIPPLER:** Smack opponent from in close with a soft strike by tapping  $\rightarrow+\blacksquare$  (⇒+ B). Press  $\blacksquare$  (B) to hit opponent with a hard strike. Grab opponent in a hard grapple and press  $\downarrow+\blacksquare$  (↓+ B).

# STORY MODE OPPONENTS: NASA



## ATTRIBUTES

POWER:   
SPEED:   
GRAPPLING: 

DEFENSE:   
STAMINA:   
CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Egg Beater: From a strong front grapple while Blazin', press  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ )
2. Kobe Leg Sweep: Tap  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ )
3. Snapping Snake: Press  $\rightarrow + \blacksquare$  ( $\textcircled{D} + \textcircled{B}$ )

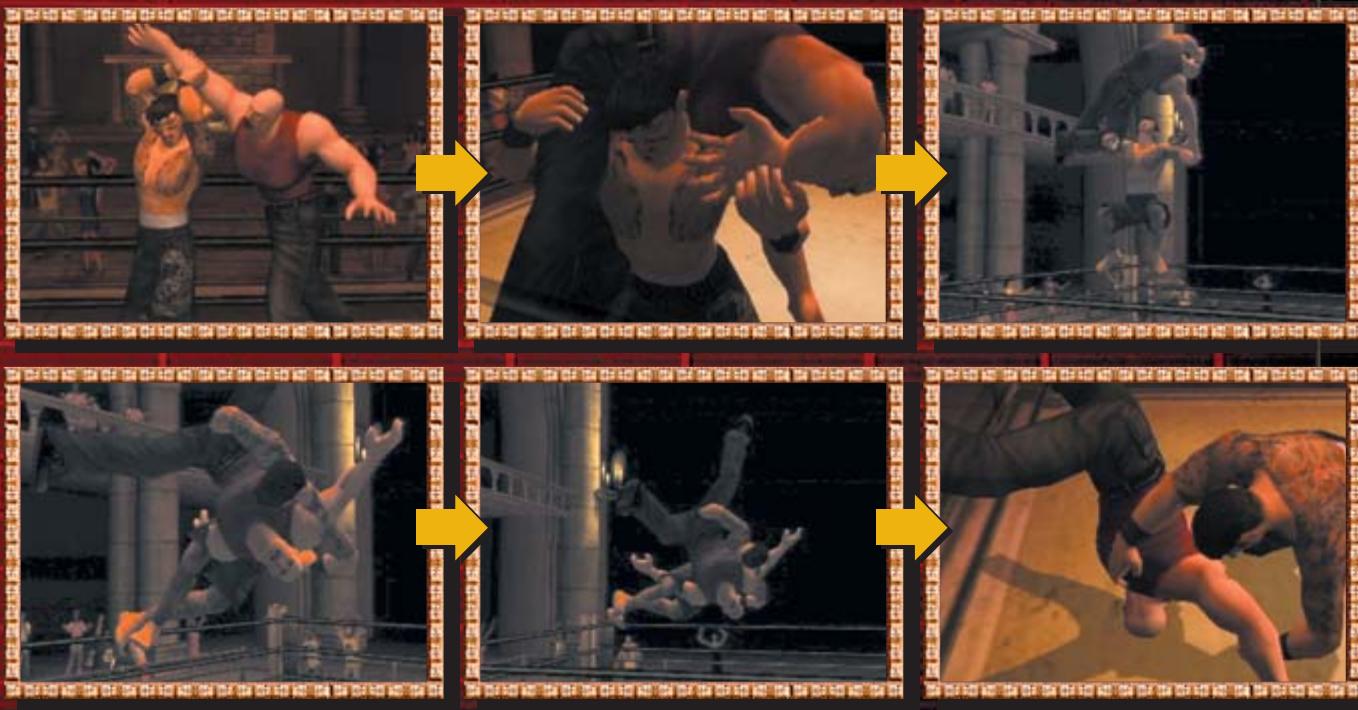
## SPECIAL MOVES

### REAR SPECIAL: DYNAMITE ROLL

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .

### FRONT SPECIAL: ORIGAMI

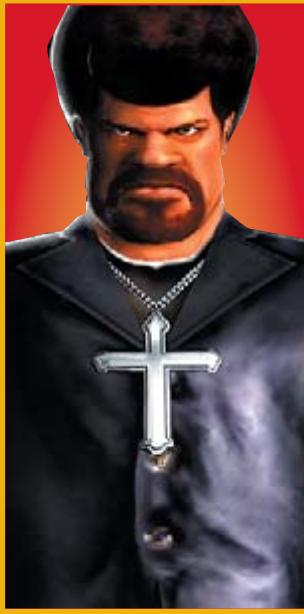
When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## MOSES



**FULL NAME:** Unknown

**HOMETOWN:** Unknown

**NATIONALITY:** Unknown

**AGE:** Unknown

**HEIGHT:** 6'2"

**WEIGHT:** 230 lbs

**OCCUPATION:** Unknown

## BIO

The son of minister, Moses was raised under the strict guidance of God. From a young age, Moses has always preached that the sinners of the world must change their ways. His frustration and disgust for the ill-hearted and misguided has taken the fight against sinners from a mental one to a physical one. Using his size and power, Moses has made it his mission from God to rid world of sinners, one at a time. His crusade is now under way, starting with the underground fight scene in New York.

## HOW TO BEAT HIM

Moses is one of the older opponents in the ring and has lost his speed with time. Quick, furious attacks are the key to beating Moses. His stamina isn't what it used to be, so he can be weakened effectively with these types of attacks. Run away when he gets close, because Moses can take you out easily with submissions.

## COMBOS

**NEW REVELATION:** Smack opponent with a combo strike by pressing  $\times + \blacksquare$  ( $\text{Ⓐ} + \text{Ⓑ}$ ). Grab opponent in a hard grapple and press  $\times + \downarrow$  ( $\text{Ⓐ} + \downarrow$ ).

**SOUL CLEANSING:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\text{⇒} + \text{Ⓑ}$ ), then follow it up with another hard strike by pressing  $\rightarrow + \blacksquare$  ( $\text{⇒} + \text{Ⓑ}$ ). Grab opponent in a hard grapple and press  $\uparrow + \blacksquare$  ( $\text{↑} + \text{Ⓑ}$ ).

**SUNDAY SERMON:** Smack opponent with a soft strike from in close by tapping  $\rightarrow + \blacksquare$  ( $\text{⇒} + \text{Ⓑ}$ ). Grab opponent in a hard rear grapple and press  $\times$  ( $\text{Ⓐ}$ ). When opponent falls to the mat, stand near his head and tap  $\times$  ( $\text{Ⓐ}$ ) to perform a head submission.

# STORY MODE OPPONENTS: MOSES



## ATTRIBUTES

POWER:

DEFENSE:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Preach to tha Boot: When your opponent is in the corner turnbuckle, tap **■ X (Ⓐ)**
2. Last Rites: From a strong front grapple, tap **↑+■ (↑+Ⓑ)**
3. By God's Grace: From a strong front grapple, tap **↓+X (↓+Ⓐ)**

## SPECIAL MOVES

### REAR SPECIAL: BEARING THE CROSS

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **ANALOG → (C)**.

### FRONT SPECIAL: HALLELUJAH

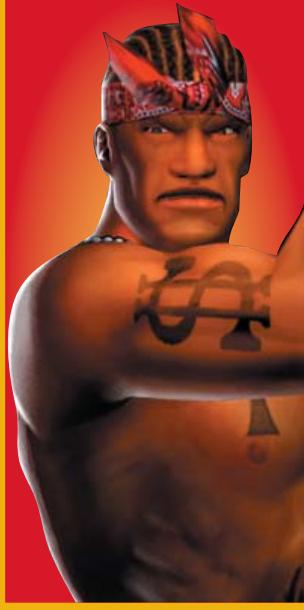
When your Blazin' meter is activated, grab your opponent in a front grapple and tap **ANALOG → (C)**.



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## NYNE



**FULL NAME:** Andre Wallace

**HOMETOWN:** Compton, California

**NATIONALITY:** American

**AGE:** 22

**HEIGHT:** 6'0"

**WEIGHT:** 180 lbs

**OCCUPATION:** Streetfighter

## BIO

Nyne grew up with the same aspiration as all the young men from his impoverished South Central L.A. neighborhood: to make it big time. After being arrested numerous times before his twentieth birthday, he eventually wound up serving time for possession and assault. When he was released, he made a pact with his mother to do something positive with his energy. He relocated to New York City, and joined the circuit initially as a way to make ends meet. However, once the cash started rolling in, Nyne sent funds back to his old neighborhood to help out his family and community. Now he's one of the most feared and respected fighters on the circuit.

## HOW TO BEAT HIM

Nyne is one of the toughest opponents at The Dragon House. All of his attributes are balanced and quite strong. He has great attacking abilities and can weaken an opponent quickly with submission moves. In fact, his submission attacks for all body areas are high. The best strategy against Nyne is to utilize your long-distance attacks, such as running strikes, running grapples, and tope rope strikes.

## COMBOS

**DRIVEBY:** Smack opponent with a hard strike by pressing  $\blacksquare$ ( $\circledB$ ). Grab opponent in a rear soft grapple and tap  $\blacksquare$ ( $\circledB$ ). Run toward opponent and tap  $\blacksquare$ ( $\circledB$ ) to hit him with a running strike.

**REPRESENTIN CALI:** Smack opponent with two combo strikes by pressing  $\times+\blacksquare$ ( $\circledA+\circledB$ ),  $\times+\blacksquare$ ( $\circledA+\circledB$ ). Grab opponent in a hard grapple and press  $\times$ ( $\circledA$ ).

**PERPETRATIN:** Run toward opponent and tap  $\times+\blacksquare$ ( $\circledA+\circledB$ ). Grab opponent in a hard grapple and press  $\uparrow+\times$ ( $\uparrow+\circledA$ ). When opponent falls to the mat, tap  $\times$ ( $\circledA$ ) while standing near opponent's feet to perform a leg submission.

# STORY MODE OPPONENTS: NYNE



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Hittin' Switches: From a weak front grapple, tap  $\uparrow + \blacksquare$  ( $\uparrow + \text{B}$ )
2. Cali Powerplex: From a strong front grapple, tap  $\rightarrow + \blacksquare$  ( $\rightarrow + \text{B}$ )
3. Showin' Colors: Tap  $\times + \blacksquare$  ( $\text{A} + \text{B}$ )

## SPECIAL MOVES

### REAR SPECIAL: THE KNAPSACK

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (\text{C}\triangleright)$ .

### FRONT SPECIAL: CALI BACKFLIP

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (\text{C}\triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## PEEWEE



### STATS

FULL NAME: Aaron Walker

HOMETOWN: Brooklyn, New York

NATIONALITY: American

AGE: 21

HEIGHT: 6'2"

WEIGHT: 360 lbs

OCCUPATION: Baggage Handler



BEAT PEEWEE AND ZAHEER IN THE TAG TEAM TOURNAMENT IN STORY MODE TO UNLOCK PEEWEE'S SECOND COSTUME.

## BIO

Peewee started fighting on the circuit as a means to earn extra money to help support his young family. A genuinely nice guy with a good heart, Peewee's not the sharpest knife in the drawer, and he doesn't show much talent in the ring either. Despite these shortcomings, he has managed to scrape out a few wins here and there.

## HOW TO BEAT HIM

There's not a lot of mystery when you're fighting Peewee. He's big, powerful and slow as molasses. His defense is weak, and overall his skills are very poor. Maintain your attack to keep Peewee under constant pressure. He is easily overwhelmed for the victory.

## COMBOS

**JUICED UP:** Smack opponent with a hard strike by pressing ■(B). Try to knock your opponent into the corner turnbuckle with the hit, then follow it up with a soft corner grapple by tapping ×(A). When opponent falls to the ground, tap ■(B) to perform a ground strike.

**WRECKIN' BALL:** Climb to the top rope and launch yourself onto your opponent. Tap ■(B) to perform a ground strike on your downed opponent, then tap ×(A) while standing near his feet to perform a leg submission.

**GOTHAM JACKHAMMER:** Grab opponent in a hard grapple and tap ↑+×(↑+A). When opponent is on the ground, tap ×(A) when near opponent's head to grab opponent in a head submission.

# STORY MODE OPPONENTS: PEEWEE



## ATTRIBUTES

POWER:   
SPEED:   
GRAPPLING: 

DEFENSE:   
STAMINA:   
CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Rub Out: Press  $\times(\text{@})$  while opponent is in corner turnbuckle.
2. Drumroll: Tap  $\times(\text{@})$  while opponent is in corner turnbuckle.
3. Showin' Off: From a weak front grapple, tap  $\uparrow+\blacksquare(\uparrow+\text{@})$

## SPECIAL MOVES

### REAR SPECIAL: CANNON BALL

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\text{C}\blacktriangleright)$ .

### FRONT SPECIAL: BELLY BUCK SPLASH

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\text{C}\blacktriangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## RAZOR



### STATS

**FULL NAME:** Ray Armstrong

**HOMETOWN:** Bronx, New York

**NATIONALITY:** American

**AGE:** 34

**HEIGHT:** 6'5"

**WEIGHT:** 245 lbs

**OCCUPATION:** Boxer (currently banned)

BEAT SKETCH AND CHUKKLEZ IN THE TAG TEAM TOURNAMENT IN STORY MODE TO UNLOCK RAZOR'S SECOND COSTUME.



## BIO

Razor's a big rough guy with hands of stone. Hard to believe that a few years back he was just a couple of key wins away from a title shot, but his actions in the ring conspired to make that impossible.

Banned for life from professional boxing after pummeling an opponent to death following the bell, he wound up getting probation on a manslaughter rap. After his manager and trainer deserted him, he started fighting illegally at the bare-knuckle clubs around New York. He's appealing his case and plans make a comeback as a pro boxer. Now past his prime, Razor still tells everyone how he was cheated out of his destiny.

## HOW TO BEAT HIM

Razor is a boxer, so the best strategy is to tie him up with grapples. His poor grappling ability is his downfall in underground fighting. He'll try to take you out early with big crosses and haymakers, but keep up your defense and wait for an opening to tie him up with a grapple. Once you weaken him with several grapples, target his skinny legs on the ground and put the pressure on him to tap out.

## COMBOS

**STANDING 8 COUNT:** Smack opponent with a close soft strike by tapping  $\blacksquare$ ( $\circledB$ ). Tap  $\rightarrow+\blacksquare$ ( $\circledL+\circledB$ ) to hit opponent with a second soft strike, then hit opponent with a combo strike by tapping  $\times+\blacksquare$ ( $\circledA+\circledB$ )

**TKO:** Smack opponent with a hard strike by pressing  $\rightarrow+\blacksquare$ ( $\circledL+\circledB$ ). Hit opponent with a second hard strike by pressing  $\blacksquare$ ( $\circledB$ ) again, then grab opponent in a soft grapple and tap  $\times$ ( $\circledA$ ).

**BODY KNOCKOUT:** From a distance, tap  $\blacksquare$ ( $\circledB$ ) to hit opponent with a soft strike, then run toward opponent and tap  $\blacksquare$ ( $\circledB$ ). Grab opponent in a hard grapple and press  $\blacksquare$ ( $\circledB$ ).

# STORY MODE OPPONENTS: RAZOR



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Tear it Off: Press **■+→(B+⇨)**
2. Hittin' Skins: From a weak front grapple, tap **×**(**A**)
3. Cold Ass Cap: From a weak front grapple, tap **×+→(A+⇨)**

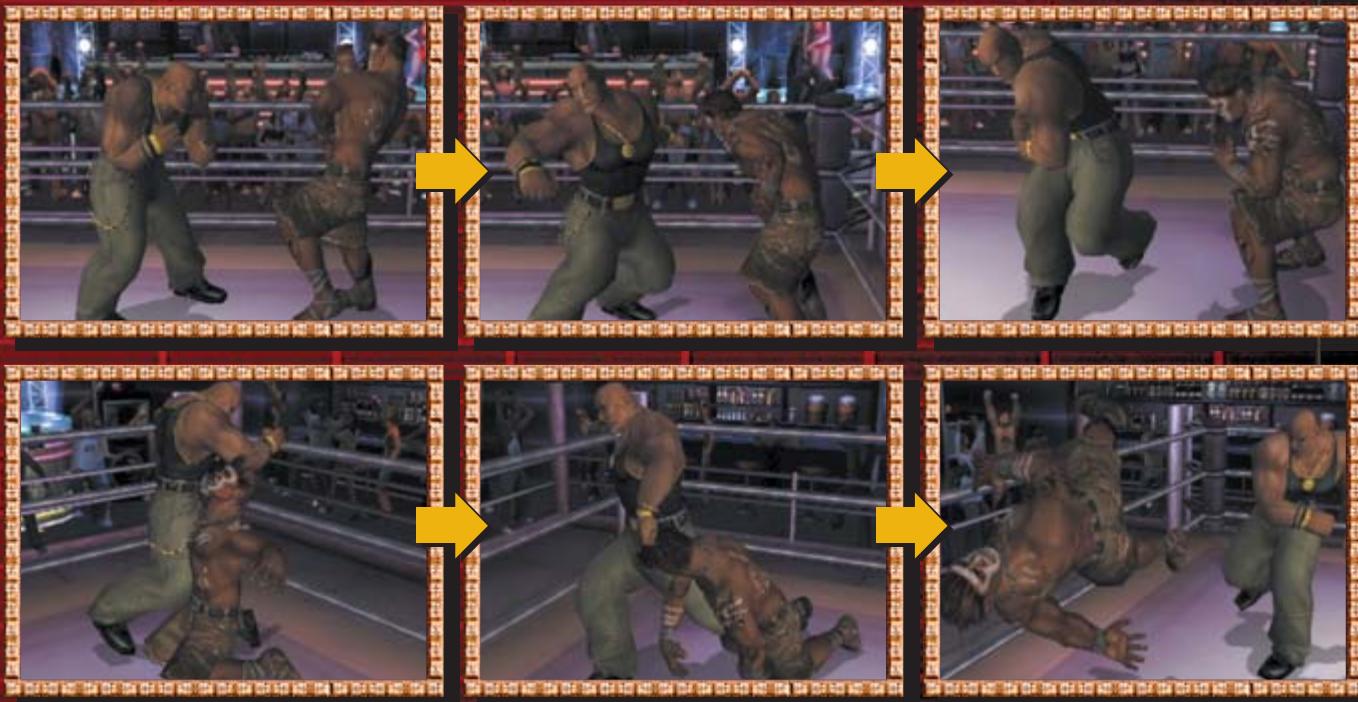
## SPECIAL MOVES

### REAR SPECIAL: KIDNEY STONES

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **ANALOG →(C)**.

### FRONT SPECIAL: SPEEDBAG

When your Blazin' meter is activated, grab your opponent in a front grapple and tap **ANALOG →(C)**.



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## RUFFNECK



### STATS

FULL NAME: Red Easton

HOMETOWN: Clay, MO

NATIONALITY: American

AGE: 34

HEIGHT: 6'2"

WEIGHT: 225 lbs

OCCUPATION: Brawler

BEAT RUFFNECK AND ARII IN THE TAG TEAM TOURNAMENT IN STORY MODE TO UNLOCK RUFFNECK'S SECOND COSTUME.



## BIO

Ruffneck grew up with his mother in Missouri after his father was killed in Vietnam. Once part of an anti-government militia group, Ruffneck went to prison for conspiracy to bomb an IRS office. When he was released, he started scrapping on the circuit, earning a reputation as a dirty fighter who will do anything to win. His jailhouse ties to the Aryan Vanguard make him highly unpopular on the circuit, though everyone loves to watch him get beat.

## HOW TO BEAT HIM

Ruffneck can be a tough opponent, because he's dirty and he's crafty, and he'll do just about anything to win. He's well balanced and defends better than most of the fighters you'll face in the early going. Ruffneck is skilled at submissions, and he'll often take that approach when fighting. For this reason, it's important to keep the fight inside the ring.

## COMBOS

**DOUBLE-BARREL ACTION:** Smack opponent with a hard strike by pressing ■(B). Grab opponent in a soft grapple and tap ■(B). When opponent falls to the mat, stand near opponent's head and tap X(A) to perform a head submission.

**LOCKED N LOADED:** Run toward opponent and tap X+■(A+B) to perform a running combo strike. When opponent falls to the ground, tap ■(B) to perform a ground strike.

**HILLBILLY HOLLA:** Smack opponent with a hard strike by pressing ■(B). Try to knock opponent into the corner turnbuckle with the hit, then follow it up with a soft corner grapple by tapping X(A). When opponent falls to the mat, tap ■(B) to perform a ground strike.

# STORY MODE OPPONENTS: RUFFNECK



## ATTRIBUTES

POWER:   
SPEED:   
GRAPPLING: 

DEFENSE:   
STAMINA:   
CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Riding Shotgun: From a strong front grapple, tap  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ )
2. Militia Mangle: When opponent is down, tap  $\times$  ( $\text{@}$ ) while near opponent's legs
3. Facelift: From a weak front grapple, tap  $\times$  ( $\text{@}$ )

## SPECIAL MOVES

### REAR SPECIAL: RUFFNECK RUBOUT

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (\text{C} \triangleright)$ .

### FRONT SPECIAL: RUFFNECK RAMPAGE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (\text{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## SKETCH



### STATS

FULL NAME: Unknown  
HOMETOWN: Unknown  
NATIONALITY: Unknown  
AGE: Unknown  
HEIGHT: 5'11"  
WEIGHT: 190 lbs  
OCCUPATION: Streetfighter



BEAT SKETCH AND CHUKKLEZ IN THE TAG TEAM TOURNAMENT IN STORY MODE TO UNLOCK SKETCH'S SECOND COSTUME.

## BIO

Sketch showed up on the local fight circuit a little over a year ago, from parts unknown. Since he arrived on the scene, there's been much speculation about his state of mind. He's shown himself to be a strong and capable fighter, making up for his lack of technical skills with heart and animal instinct. His fighting style is unorthodox, to say the least.

## HOW TO BEAT HIM

Sketch wins the crowd over easily with his crazy antics and high-flying moves. Because this allows him to build up momentum, it's his main strategy. Counter this tactic with submission moves—he can't take the heat when his limbs are at the breaking point. Pick a body area, and work on it repeatedly. Sketch's body is weak everywhere, so it doesn't matter which body part—so long as it is the same body part.

## COMBOS

**MIND OF A MADMAN:** Smack opponent with a hard strike by pressing  $\blacksquare$ (B). Try to knock your opponent into the corner turnbuckle with the hit, then follow it up with a hard corner grapple by pressing  $\blacksquare$ (B). When opponent falls to the mat, press  $\blacksquare$ (B) to perform a ground strike.

**BLACK MAGIC:** Grab opponent in hard rear grapple and press  $\blacksquare$ (B). While opponent is on the ground, tap  $\times$ (A) when near opponent's head to grab opponent in a head submission.

**SCHITZO-FENZIA:** Run toward opponent and press  $\blacksquare$ (B). When opponent falls to the mat, tap  $\blacksquare$ (B) to perform a ground strike, followed by  $\rightarrow + \blacksquare + \square + \blacksquare$  to perform a hard strike.

# STORY MODE OPPONENTS: SKETCH



## ATTRIBUTES

POWER: 

SPEED: 

GRAPPLING: 

DEFENSE: 

STAMINA: 

CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Black Lightning: Press ■ (B)
2. Back to the Lab: Press × (A) when opponent is in corner turnbuckle.
3. Jump Start: From a weak front grapple, tap × (A)

## SPECIAL MOVES

### REAR SPECIAL: JUMP ROPE

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG → (C).

### FRONT SPECIAL: ANIMAL INSTINCTS

When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG → (C).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## STEEL



**FULL NAME:** Tyrone Dreyson

**HOMETOWN:** Pittsburgh, Pennsylvania

**NATIONALITY:** American

**AGE:** 28

**HEIGHT:** 6'10"

**WEIGHT:** 250 lbs

**OCCUPATION:** Personal Bodyguard

## BIO

Tyrone grew up in Pittsburgh, and followed his father into the steel industry. He earned the nickname "Steel" both for his trade and his incredible physique. After several years of Muay Thai training, he entered an underground fight tournament in Philadelphia. He was seen by DMX, who was impressed by his size and raw talent. X brought him back to NYC, hiring him as a personal bodyguard and training him as a prospect in the circuit there. He has quickly earned a reputation as a punishing opponent who makes up for his lack of technical skill with overwhelming strength and power.

## HOW TO BEAT HIM

Steel is big and mean. His strikes carry a lot of power and once he gets his hands on you for the grapple, it can quickly be lights out. Take the fight to Steel early. He loves to beat his opponents down, but he isn't so good at taking punishment in return. If you're looking for an Achilles' heel on Steel, it's his head. Bring him outside the ring and use head submission moves.

## COMBOS

**BLAST FURNACE MASHIN':** Hit opponent with a combo strike by tapping  $\times + \blacksquare$  (Ⓐ+Ⓑ). Press  $\blacksquare$  (Ⓑ) to hit opponent with a hard strike, then grab opponent in a hard grapple and press  $\uparrow + \times$  (↑+Ⓐ).

**STEEL STUNNA:** Grab opponent in a hard rear grapple and tap  $\times$  (Ⓐ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  (Ⓑ), then tap  $\blacksquare$  (Ⓑ) again to perform a second ground attack.

**RAZOR SHARP:** Grab opponent in a hard grapple and press  $\uparrow + \blacksquare$  (↑+Ⓑ). While opponent is down, tap  $\times$  (Ⓐ) to perform a ground submission.

# STORY MODE OPPONENTS: STEEL



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Pothole Piledriver: While your opponent is in the corner, press **X (Ⓐ)** to perform a strong corner grapple
2. Layin' Bricks: From a weak front grapple, tap **■ (Ⓑ)**
3. Show Stoppa: From a weak front grapple, tap **↑+■ (↑+Ⓑ)**

## SPECIAL MOVES

### REAR SPECIAL: STEEL TRAP

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **ANALOG → (◎)**.

### FRONT SPECIAL: STEEL GRIP

When your Blazin' meter is activated, grab your opponent in a front grapple and tap **ANALOG → (◎)**.



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## ARII



## STORY MODE TAG TEAM OPPONENTS

### STATS

FULL NAME: Arii Samsonov

HOMETOWN: St. Petersburg, Russia

NATIONALITY: Russian

AGE: 38

HEIGHT: 6'5"

WEIGHT: 245 lbs

OCCUPATION: "Waste Management"

### BIO

Arii no longer fights for Mother Russia, he fights for himself. Once a Red Army standout, Arii found an easy way to make money once the Cold War ended: working for the Russian mob. For the same reason, he left Russia and came to America. Brutal and ruthless, he has made a name for himself in the land of fortune and opportunity by punishing mob rivals. On the fight circuit, Arii has built a personal fortune, stomping opponents and showing America how a Russian takes care of business.

### HOW TO BEAT HIM

Arii is a hard man and an even harder opponent to face. In Story mode you take him on in the Tag Team tournament, along with his partner Ruffneck. Of the two, Ruffneck is easier to beat, so if you can get them to tag off, keep Ruffneck in the ring. Otherwise Arii's main liability is his lack of popularity with the crowd. If you keep an eye on his momentum and prevent him from putting together any big combos, you should be able to keep him from earning a special. It doesn't guarantee you'll win the match, but it does make things easier.

### COMBOS

**HAMMER AND SICKLE:** Smack opponent with a close soft strike by tapping  $\blacksquare$ ( $\textcircled{B}$ ). Tap  $\rightarrow+\blacksquare$ ( $\rightarrow+\textcircled{B}$ ) to hit opponent with a second soft strike, then grab opponent in a hard grapple and press  $\downarrow+\blacksquare$ ( $\downarrow+\textcircled{B}$ ).

**FOR MOTHER RUSSIA:** Grab opponent in soft grapple and tap  $\uparrow+\times$ ( $w+1$ ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$ ( $\textcircled{B}$ ), then tap  $\times$ ( $\textcircled{A}$ ) when near opponent's head to place opponent in a ground submission.

**DROWNED IN BLOOD:** Grab opponent in a soft grapple and tap  $\times$ ( $\textcircled{A}$ ). When opponent is on the ground, tap  $\times$ ( $\textcircled{A}$ ) when you're near his head to grab him in a ground submission.

# TAG TEAM OPPONENTS: AROO



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Drunken Boot: Tap  $\blacksquare + \times (\text{B} + \text{A})$  while Blazin'
2. 6 Feet Under: From a strong front grapple, tap  $\uparrow + \blacksquare (\text{C} + \text{B})$
3. Marked For Death: From a strong front grapple, tap  $\uparrow + \blacksquare (\text{C} + \text{B})$

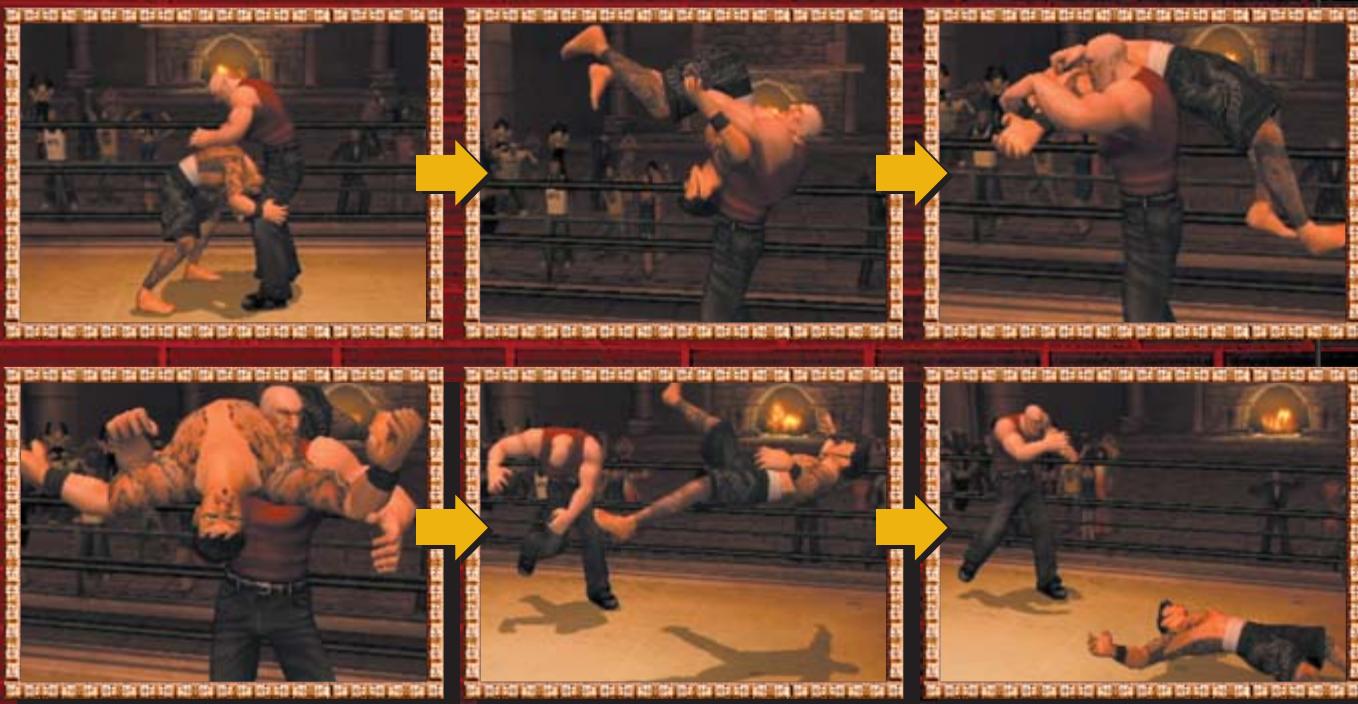
## SPECIAL MOVES

### REAR SPECIAL: MOLOTOV COCKTAIL

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .

### FRONT SPECIAL: RUSSIAN ROULETTE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## CHUKKLEZ



**FULL NAME:** Ray Williams

**HOMETOWN:** Dalzell, South Carolina

**NATIONALITY:** American

**AGE:** 32

**HEIGHT:** 6'3"

**WEIGHT:** 275 lbs

**OCCUPATION:** Former Pro Wrestler

## BIO

Chukklez was driven from professional wrestling for being too ruthless. This maniacal man turned clown was driven to the underground circuit in an effort to resurrect his professional career. Denying that his career is dead, Chukklez continues to try and entertain the crowd with the same antics that worked up the crowd in professional wrestling. His hope is to turn some heads and work his way back to the top.

## HOW TO BEAT HIM

Chukklez is highly unpredictable, and this is what makes him so dangerous. He's very powerful and does a lot of damage with his attacks. His defense is poor and he lacks stamina, so an intense and sustained attack should quickly diminish his health. Watch out for low blows and cheap shots—Chukklez is dirty. When fighting against the tag team of Chukklez and Sketch, you may find Sketch is the easier opponent, so try to get Chukklez to tag out and then prevent Sketch from tagging him back in.

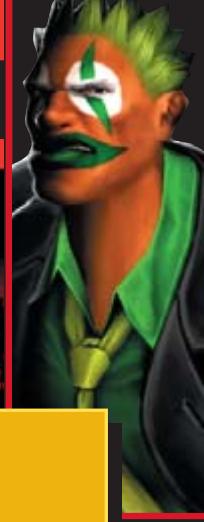
## COMBOS

**CIRCUS ACT:** Perform a running tope and tap  $\times(\text{Ⓐ})$ . Grab opponent in a hard rear grapple and press  $\times(\text{Ⓐ})$ .

**CARNIE CONTORTION:** Smack opponent with a hard strike by pressing  $\blacksquare(\text{Ⓑ})$ . Tap  $\times + \blacksquare(\text{Ⓐ} + \text{Ⓑ})$  to perform a combo strike. When opponent falls to the mat, stand near his head and tap  $\times(\text{Ⓐ})$  to perform a head submission.

**DEATH DEFYING:** Grab opponent in a soft grapple and tap  $\times(\text{Ⓐ})$ . Grab opponent in a soft rear grapple and press  $\times(\text{Ⓐ})$ . Run toward opponent and tap  $\times(\text{Ⓐ})$ .

# TAG TEAM OPPONENTS: CHUKKLEZ



## ATTRIBUTES

POWER: 

SPEED: 

GRAPPLING: 

DEFENSE: 

STAMINA: 

CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Fan the Flames: From a strong rear grapple, press  $\times$ ( $\textcircled{A}$ )
2. Shoe Shine: Press  $\blacksquare$ ( $\textcircled{B}$ )
3. Low Blow: Tap  $\times + \blacksquare$ ( $\textcircled{A} + \textcircled{B}$ )

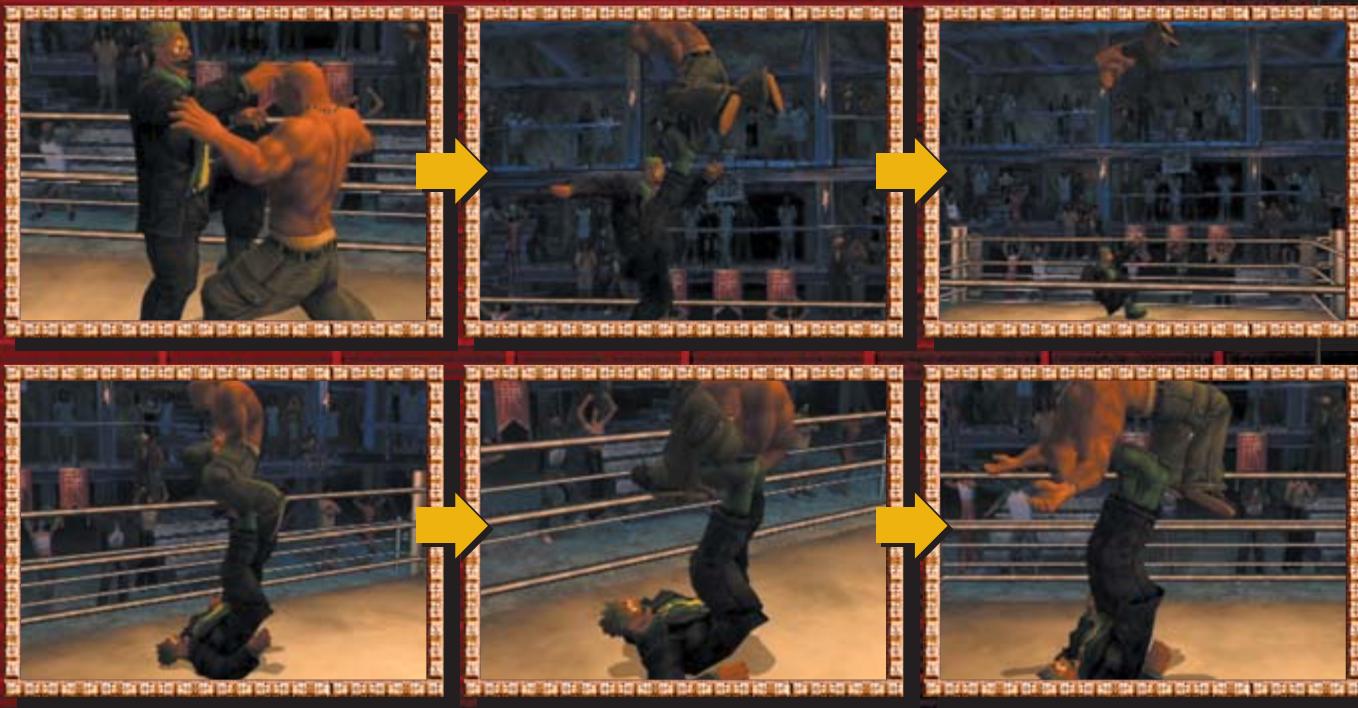
## SPECIAL MOVES

### REAR SPECIAL: POGO STICK

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .

### FRONT SPECIAL: TUMBLING ACT

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## ZAHEER



**FULL NAME:** Desmond Hughes

**HOMETOWN:** Fort Worth, Texas

**NATIONALITY:** American

**AGE:** 31

**HEIGHT:** 6'6"

**WEIGHT:** 284 lbs

**OCCUPATION:** Counselor

## BIO

Desmond Hughes grew up in a position of privilege. Confident and cocky, he was born with a silver spoon in his mouth and never knew any hardship. It wasn't until his sister was raped and murdered that Desmond discovered how cruel the world could be. Finding solace in the Nation of Islam, Desmond became a student of Islam and changed his name to Zaheer. Under this new guidance, Zaheer has used his size and strength to punish the infidels that threaten peace in the world.

## HOW TO BEAT HIM

Zaheer is a big powerful man, so keep away from his punches. He likes to use haymakers and big kicks to punish his opponents. He also has good technical skills, and can work over most opponents in a grapple situation. The best strategy is to expose his slow speed and poor defense. When picking a body area to work on, make sure to target his head. Zaheer has a bit of a glass jaw and can be taken down early with head submissions.

## COMBOS

**BLACK POWER:** Smack opponent with a combo strike by tapping  $\times + \blacksquare$  ( $\text{Ⓐ} + \text{Ⓑ}$ ). Run toward opponent and tap  $\times + \blacksquare$  ( $\text{Ⓐ} + \text{Ⓑ}$ ). When opponent falls to the mat, tap  $\blacksquare$  ( $\text{Ⓑ}$ ) to perform a ground strike.

**CLOSED FIST SALUTE:** Perform a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\text{⇒} + \text{Ⓑ}$ ). Grab opponent in a soft grapple and tap  $\times + \leftarrow$  or  $\times + \rightarrow$  ( $\text{Ⓐ} + \leftarrow$  or  $\text{Ⓐ} + \rightarrow$ ). When opponent falls to the mat, tap  $\blacksquare$  ( $\text{Ⓑ}$ ) to perform a ground strike.

**FOR MY PEOPLE:** Grab opponent in a hard grapple and press  $\uparrow + \blacksquare$  ( $\text{↑} + \text{Ⓑ}$ ). Climb to the top rope and pounce on opponent. When opponent gets up, grab him in a hard grapple by pressing  $\uparrow + \blacksquare$  ( $\text{↑} + \text{Ⓑ}$ ).

# TAG TEAM OPPONENTS: ZAHEER



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Panther Punch: Tap  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ )
2. Out Cold: From a strong front grapple, tap  $\downarrow + \blacksquare$  ( $\textcircled{D} + \textcircled{B}$ )
3. Twisted Armbar: From a weak front grapple, tap  $\blacksquare$  ( $\textcircled{B}$ )

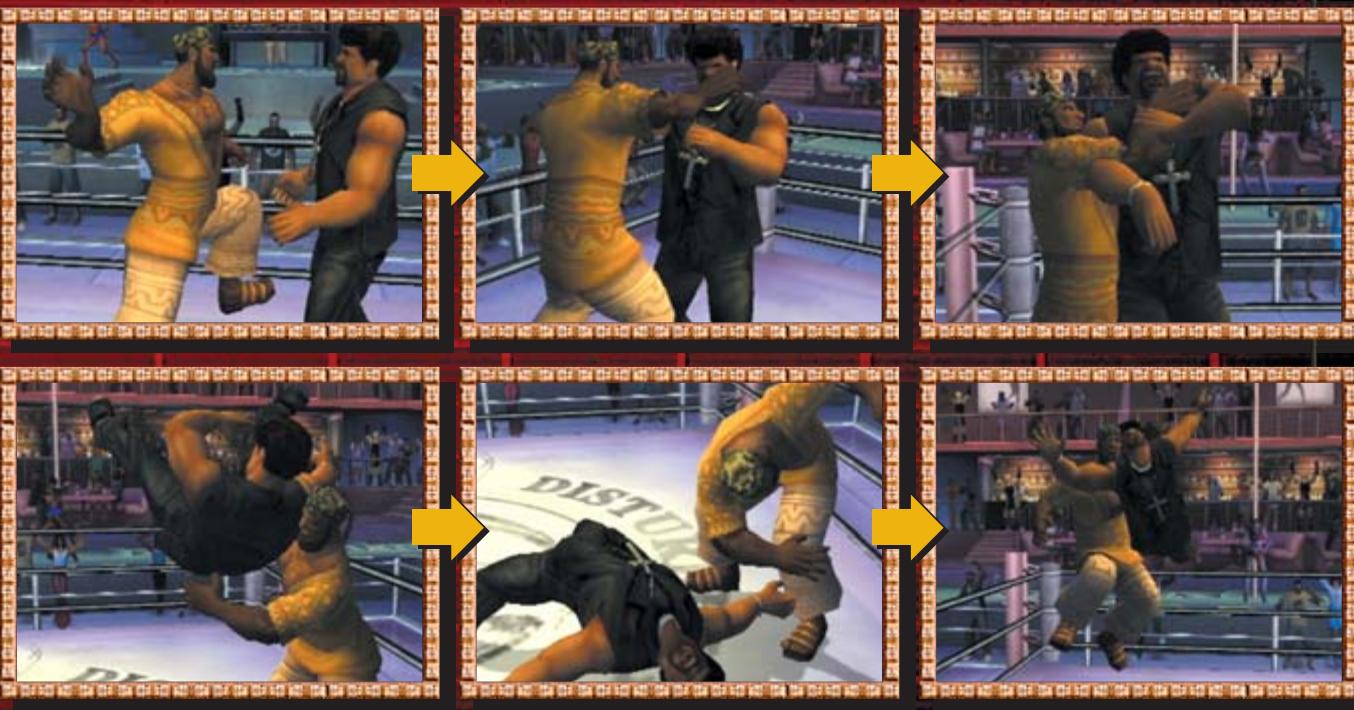
## SPECIAL MOVES

### REAR SPECIAL: ENLIGHTENMENT

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C} \triangleright)$ .

### FRONT SPECIAL: DOUBLE CHOKESLAM

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## DEEBO



## SUPPORTING CHARACTERS

### STATS

**FULL NAME:** Devon Ranford

**HOMETOWN:** Baltimore, Maryland

**NATIONALITY:** American

**AGE:** 28

**HEIGHT:** 6'5"

**WEIGHT:** 305 lbs

**OCCUPATION:** Bouncer

## BIO

Deebo isn't the brightest guy around, but what he lacks in intelligence, he makes up for in athletic ability. He was an all-star on his high school football team and later got a scholarship to one of the top-ranked football universities in the country. However, after a standout rookie year, his sophomore year was mired with controversy and scandal when it was discovered that his cousin Darrell Lewis was encouraging Deebo and several other starters to fix games for his gambling racket. After being kicked out of school, Deebo was taken in by his big cousin to work as a bouncer and guard his back.

## COMBOS

**BACK OF THE LINE:** Smack opponent with a close soft strike by tapping  $\blacksquare$ ( $\textcircled{B}$ ). Tap  $\rightarrow+\blacksquare$ ( $\textcircled{B}+\textcircled{B}$ ) to hit opponent with a second soft strike, then grab opponent in a hard grapple and press  $\downarrow+\blacksquare$ ( $\textcircled{B}$ )

**KICKED OUT:** Grab opponent in soft grapple and tap  $\uparrow+\times$ ( $\textcircled{A}+1$ ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$ ( $\textcircled{B}$ ), then tap  $\times$ ( $\textcircled{A}$ ) when near opponent's head to grab opponent in a ground submission.

**LAST CALL:** Run toward opponent and tap  $\rightarrow+\times+\blacksquare$ ( $\textcircled{B}+\leftarrow+\textcircled{B}$ ). Grab opponent in a hard grapple and press  $\uparrow+\blacksquare$ ( $\textcircled{A}+\textcircled{B}$ ). When opponent falls to the mat, run toward him and tap  $\blacksquare$ ( $\textcircled{B}$ ) to perform a running ground strike.

# SUPPORTING CHARACTERS: DEEBO



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Broke to Pieces: From a strong front grapple, press  $\times$ (@)
2. Raise the Roof: From a strong front grapple, tap  $\uparrow+\blacksquare$ (↑+B)
3. Hotlanta Haymaker: Press  $\blacksquare$ (B)

## SPECIAL MOVES

### REAR SPECIAL: HELICOPTER

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow$ (C>).

### FRONT SPECIAL: COVER CHARGE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow$ (C>).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## HOUSE



### STATS

**FULL NAME:** Anslem Jackson

**HOMETOWN:** Bronx, New York

**NATIONALITY:** American

**AGE:** 28

**HEIGHT:** 6'5"

**WEIGHT:** 344 lbs

**OCCUPATION:** Bodyguard

## BIO

The physically imposing House is a monster of a man. Though he showed considerable promise as a football player in high school, his poor work ethic and shoddy grades finally caused him to drop out. Once he hit the streets, House used his muscle to make ends meet. It wasn't long before he found his way into D-Mob's crew. As the largest enforcer for D-Mob, he makes sure that no one steps out of line.

## HOW TO BEAT HIM

House is big and strong. He packs a hard punch and can take a lot of strikes and grapples without getting weakened significantly. The key is to expose his slow speed. His big size makes him susceptible to running strikes, running grapples, and top rope strikes. His mediocre defense makes his body susceptible. A lot of body submissions and body shots are a good strategy to take down this monster of a man.

## COMBOS

**JACKED UP:** Smack opponent with a hard strike by pressing  $\blacksquare$ ( $\circledB$ ). Press  $\rightarrow+\blacksquare$ ( $\circledL+\circledB$ ) to hit opponent with a second hard strike, then grab opponent in a soft grapple and tap  $\times+\leftarrow$  or  $\times+\rightarrow$ ( $\circledA+\leftarrow$  or  $\circledA+\rightarrow$ )

**PAID IN PAIN:** Get in close and smack opponent with a soft strike by tapping  $\blacksquare$ ( $\circledB$ ). Grab opponent into a hard Irish Whip grapple and press  $\times$ ( $\circledA$ ) as opponent runs toward you. When opponent falls to the mat, stand near opponent's head and tap  $\times$ ( $\circledA$ ) to perform a head submission.

**JUICED FURY:** Smack opponent with a combo strike by tapping  $\times+\blacksquare$ ( $\circledA+\circledB$ ). Grab opponent in a hard rear grapple and press  $\times$ ( $\circledA$ ). When opponent falls to the mat, stand near opponent's head and tap  $\times$ ( $\circledA$ ) to perform a head submission.

# SUPPORTING CHARACTERS: HOUSE



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Big Payback: When your opponent is in the corner turnbuckle, press **X**(**A**)

2. Meatcleaver: Tap **■**(**B**)

3. 40 oz Surprise: From a weak rear grapple, tap **■**(**B**)

## SPECIAL MOVES

### REAR SPECIAL: SWEET DREAMS

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **ANALOG → (C)**.

### FRONT SPECIAL: WHATEVER IT TAKES

When your Blazin' meter is activated, grab your opponent in a front grapple and tap **ANALOG → (C)**.



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## MONNY



**FULL NAME:** Manny Gray

**HOMETOWN:** Boston, Massachusetts

**NATIONALITY:** American

**AGE:** 26

**HEIGHT:** 6'1"

**WEIGHT:** 190 lbs

**OCCUPATION:** Runs numbers for D-Mob

## BIO

Manny was born in Boston, but moved out West to Los Angeles after his mother died. After many brushes with the law, Manny was sent to prison for two years on an armed robbery charge. In prison, he made contact with an associate of D-Mob, who set him up with a job in New York once he was released. Manny's gambling problems are well known, and his large debt has led him to fighting in the ring to pay D-Mob back. He's not the most skilled fighter, but Manny is dirty and never gives up.

## HOW TO BEAT HIM

Manny is a dirty fighter and will do whatever it takes to take you down. Watch out for his notorious crotch shots and eye gouges. His biggest weakness is this fighting style and, therefore, he's not popular with the crowd. He has a hard time building momentum, so it should be easier to Blaze before he does. Manny also has weak arms. Go to work here for the submission and he should be tapping out in no time.

## COMBOS

**SWITCHBLADE COMBO:** Run toward opponent and tap  $\times + \blacksquare$  (Ⓐ+Ⓑ). Grab opponent in a hard rear grapple and press  $\blacksquare$  (Ⓑ).

**DROP A DIME:** Grab opponent in a soft grapple and tap  $\times + \rightarrow$  or  $\leftarrow$ . While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  (Ⓑ), then tap  $\times$  (Ⓐ) when near opponent's head to grab opponent in a ground submission.

**BACKSTABBER:** Grab opponent in a soft grapple and tap  $\blacksquare + \uparrow$  (Ⓑ+↑). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  (Ⓑ), then tap  $\times$  (Ⓐ) when near opponent's head to grab opponent in a ground submission.

# SUPPORTING CHARACTERS: MANNY



## ATTRIBUTES

POWER: 

SPEED: 

GRAPPLING: 

DEFENSE: 

STAMINA: 

CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Beg 4 Mercy: From a strong rear grapple, press ■(B)
2. Hurtin Unit: Tap X+■(A+B)
3. Crampin Yo Style: When opponent is on the ground, stand near his feet and tap X(A)

## SPECIAL MOVES

### REAR SPECIAL: PUMMEL HORSE

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG → (C).

### FRONT SPECIAL: SKULL FRACTURE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG → (C).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## OMAR



**FULL NAME:** Omar Peebles

**HOMETOWN:** Baltimore, Maryland

**NATIONALITY:** American

**AGE:** 35

**HEIGHT:** 6'3"

**WEIGHT:** 290 lbs

**OCCUPATION:** Club Manager

## BIO

Omar grew up in the same neighborhood as D-Mob. They used to buddy around together after school and on the weekends. In their teens, Omar moved to Baltimore, but the two still kept in contact. Once D-Mob hit it big, he convinced Omar to come back to New York and hired Omar to look after one of his nightclubs. Now the head bouncer and manager, Omar decides who goes and who stays.

## COMBOS

**CROWD CONTROL:** Run toward opponent and tap  $\times + \blacksquare$  (Ⓐ+Ⓑ). Grab opponent in a soft grapple and tap  $\times$  (Ⓐ). When opponent falls to the mat, stand near opponent's head and tap  $\times$  (Ⓐ) to perform a head submission.

**GUEST LIST:** Smack opponent with a combo strike by tapping  $\times + \blacksquare$  (Ⓐ+Ⓑ). From in close, hit opponent with a soft strike by pressing  $\blacksquare$  (Ⓑ). Grab opponent in a hard grapple and press  $\times + \downarrow$  (Ⓐ+X).

**ID CHECK:** Grab opponent in a soft grapple and tap  $\downarrow + \times$  (X+Ⓐ). Grab opponent in a soft rear grapple and press  $\blacksquare$  (Ⓑ). When opponent falls to the mat, stand near opponent's feet and tap  $\blacksquare$  (Ⓑ) to perform a leg submission.

# SUPPORTING CHARACTERS: ONAR



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Left For Dead: When opponent is on the ground, tap  $\times$ (Ⓐ) while standing near opponent's head
2. Chicken Toss: From a strong rear grapple, press  $\times$ (Ⓐ)
3. Wettin' Mattresses: From a weak front grapple, tap  $\downarrow+\times$ (↓+Ⓑ)

## SPECIAL MOVES

### REAR SPECIAL: BOUNCED OUT

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow$ (Ⓒ).

### FRONT SPECIAL: VIP TREATMENT

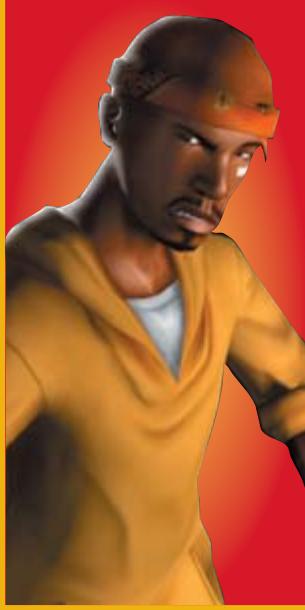
When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow$ (Ⓒ).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## POCKETS



**FULL NAME:** Sharif Hayek

**HOMETOWN:** Brooklyn, New York

**NATIONALITY:** Lebanese

**AGE:** 24

**HEIGHT:** 5'11"

**WEIGHT:** 145 lbs

**OCCUPATION:** Bodyguard

## BIO

Pockets' family moved from Lebanon when he was six years old, but his parents' marital difficulties soon left him an orphan. His dad skipped town, and his mom overdosed in her attempts to deal with her depression. Left to fend for himself on the streets, Pockets made ends meet by stealing and picking people's pockets (hence his nickname). Brought into D-Mob's syndicate for his scheming nature, he's the brains of the operation, advising on all business dealings. His small size isn't ideal for fighting large opponents, but he uses his speed and guile to survive in a scrap.

## HOW TO BEAT HIM

Pockets is a quick fighter. He has very little power and poor grappling skills, so he'll keep his distance and try quick attacks. To counter this, get in close and tie him up with grapples. Once he's on the run, take him down with submissions. His small body makes him an easy target for submission moves.

## COMBOS

**STICKY FINGERS:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a soft grapple and tap  $\downarrow + \times$  ( $\downarrow + \text{A}$ ). When opponent falls to the mat, stand near opponent's head and tap  $\times$  ( $\text{A}$ ) to perform a head submission.

**EASY MONEY:** Grab opponent in a hard grapple and press  $\times$  ( $\text{A}$ ). Run toward opponent and press  $\blacksquare$  ( $\text{B}$ ) to perform a running ground strike. Press  $\blacksquare$  ( $\text{B}$ ) again to perform a second ground strike.

**DIRTY DEED:** Hit your opponent from a distance with a soft strike by tapping  $\blacksquare$  ( $\text{B}$ ). Grab opponent in a hard grapple and press  $\blacksquare + \leftarrow$  or  $\blacksquare + \rightarrow$  ( $\text{B} + \leftarrow$  or  $\text{B} + \rightarrow$ ). When opponent falls to the mat, stand near opponent's feet and press  $\times$  ( $\text{A}$ ) to perform a leg submission.

# SUPPORTING CHARACTERS: POCKETS



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Dark Assault: Tap  $\rightarrow + X (\diamond + \text{A})$  from the ring apron
2. Crap Shoot: From a strong front grapple, press  $\downarrow + X (\diamond + \text{A})$
3. Makin' Footprints: When opponent is on the ground, tap  $X (\text{A})$  while standing near opponent's head

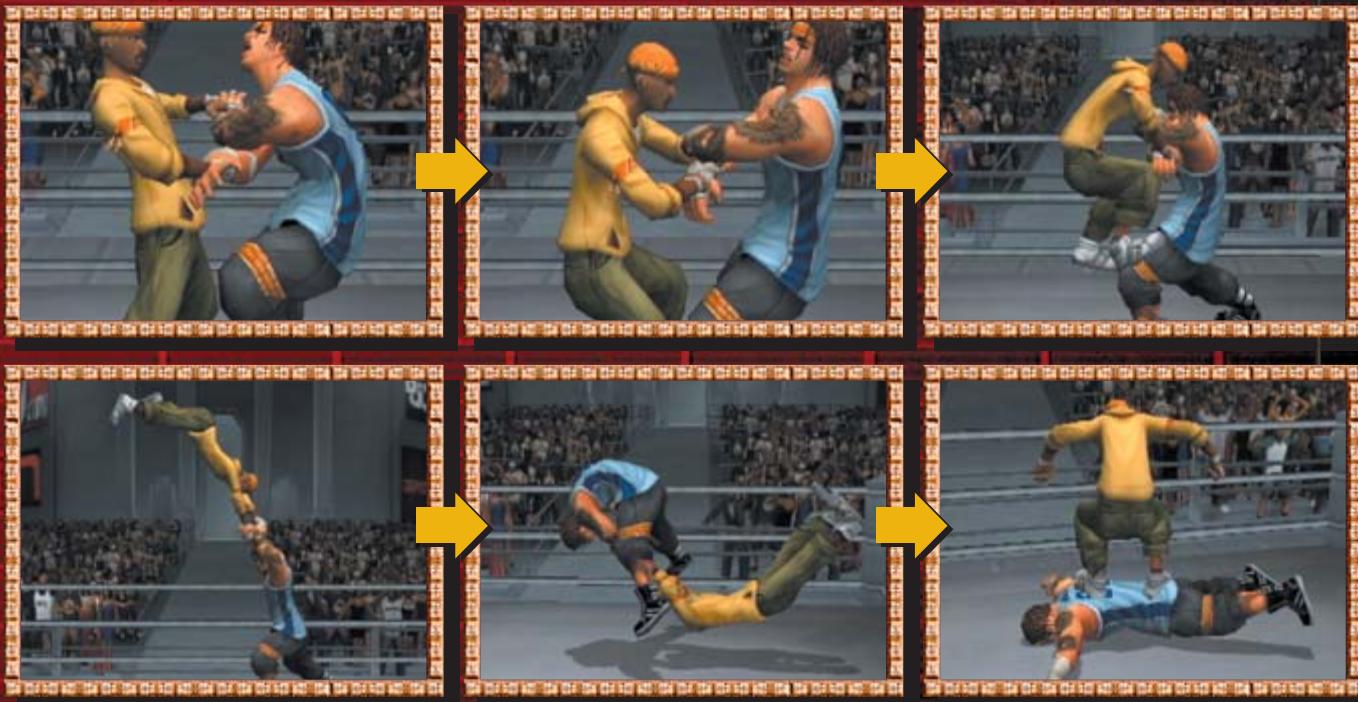
## SPECIAL MOVES

### REAR SPECIAL: AIR POCKET

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (\text{C} \triangleright)$ .

### FRONT SPECIAL: VERTIGO

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (\text{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## SNOWMAN



**FULL NAME:** Sean Scott

**HOMETOWN:** Philadelphia, Pennsylvania

**NATIONALITY:** American

**AGE:** 27

**HEIGHT:** 6'3"

**WEIGHT:** 248 lbs

**OCCUPATION:** Bodyguard



## BIO

Snowman has always been connected to the underground New York scene one way or another. Starting as a street thug, Snowman has risen through the ranks and gained some notoriety as a tough guy. He caught the attention of D-Mob, and now Snowman is working for the big man as an enforcer. Though he's never proven himself in the ring, people stay out of his way because of the friends he keeps.

## HOW TO BEAT HIM

Snowman is a very technical fighter. He has strong grappling skills and a good defense, and he can hit with decent power. There are two strategies for beating Snowman. The first is to work his head with punches and head submissions. The second strategy is to build your momentum faster than he does. This should be easy, because Snowman isn't a crowd favorite. Mix up your attacks to successfully use this second strategy.

## COMBOS

**WHITE OUT:** Grab opponent in a hard grapple and press  $\uparrow + \blacksquare$  ( $\oplus + \text{B}$ ). When opponent falls to the ground, tap  $\blacksquare$  ( $\text{B}$ ) to perform a ground strike. Grab opponent in a hard grapple and press  $\downarrow + \times$  ( $\ominus + \text{A}$ ).

**Hired Fists:** Grab opponent in soft grapple and tap  $\downarrow + \blacksquare$  ( $\ominus + \text{B}$ ). While opponent is on the ground, tap  $\times$  ( $\text{A}$ ) when near opponent's feet to grab opponent in a leg submission.

**Reel to Reel:** Smack opponent with a combo strike by pressing  $\times + \blacksquare$  ( $\text{A} + \text{B}$ ). Run toward opponent and tap  $\times + \blacksquare$  ( $\text{A} + \text{B}$ ). Grab opponent in a soft rear grapple and tap  $\times$  ( $\text{A}$ ).

# SUPPORTING CHARACTERS: SNOWMAN



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## FAVORITE MOVES

1. Murder Rap: From a strong front grapple, press  $\times$ ( $\text{@}$ )
2. Dirtnap: From a strong front grapple, press  $\uparrow+\blacksquare$ ( $\uparrow+\text{B}$ )
3. Beg 4 Mercy: From a strong rear grapple, press  $\times$ ( $\text{@}$ )

## SPECIAL MOVES

### REAR SPECIAL: SNOW JOB

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .

### FRONT SPECIAL: FUNKY BLIZZARD

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## CARLO



## THE GIRLS



### STATS

HOMETOWN: Miami, Florida

NATIONALITY: Peruvian

HEIGHT: 5'4"

WEIGHT: 114 lbs

OCCUPATION: Exotic Dancer

MEASUREMENTS: Bust: 36DD

Waist: 24

Hips: 34

### ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**GOLDDIGGER:** Smack opponent with a combo strike by tapping  $\times + \blacksquare$  ( $\text{@} + \text{B}$ ). Run toward opponent and tap  $\times + \blacksquare$  ( $\text{@} + \text{B}$ ). When opponent falls to the mat, tap  $\blacksquare$  ( $\text{B}$ ) to perform a ground strike.

**KISS AND TELL:** Get in close to your opponent and hit opponent with back to back soft strikes by pressing  $\rightarrow + \blacksquare$  ( $\text{L} + \text{B}$ ),  $\rightarrow + \blacksquare$  ( $\text{R} + \text{B}$ ). Grab opponent in a soft grapple and tap  $\uparrow + \times$  ( $\text{U} + \text{A}$ )

**COOCHIE PRESSIN':** Grab opponent in a hard grapple and tap  $\times$  ( $\text{A}$ ). When opponent is on the ground, tap  $\times$  ( $\text{A}$ ) when near opponent's head to grab opponent in a head submission.



## FAVORITE MOVES

1. Gritty Slap: Tap  $\rightarrow + \square$  ( $\Rightarrow + \text{B}$ )
2. Alley Cat: From a weak front grapple, tap  $\rightarrow + \times$  ( $\Rightarrow + \text{A}$ )
3. Goin' Down: From a strong front grapple, press  $\downarrow + \times$  ( $\downarrow + \text{A}$ )

## SPECIAL MOVES

### REAR SPECIAL: 2 HOT 2 HANDLE

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG  $\rightarrow$  (C).

### FRONT SPECIAL: RED LIGHT SPECIAL

When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG  $\rightarrow$  (C).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## DEJA



**HOMETOWN:** Las Vegas, Nevada

**NATIONALITY:** American

**HEIGHT:** 5'8"

**WEIGHT:** 110 lbs

**OCCUPATION:** Blackjack Dealer

**MEASUREMENTS:** Bust: 36C

Waist: 24

Hips: 32

## ATTRIBUTES

**POWER:**

**SPEED:**

**GRAPPLING:**

**DEFENSE:**

**STAMINA:**

**CHARISMA:**

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**EYE CANDY:** From a distance, hit opponent with a soft strike by tapping  $\rightarrow + \blacksquare$  ( $\Rightarrow + \textcircled{B}$ ). Grab opponent in a light Irish Whip grapple and tap  $\times$  ( $\textcircled{A}$ ) as opponent runs back toward you. When opponent falls to the mat, stand near opponent's head to perform a head submission.

**SAUCY:** Grab opponent in soft grapple and tap  $\times$  ( $\textcircled{A}$ ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  ( $\textcircled{B}$ ), then tap  $\times$  ( $\textcircled{A}$ ) when near opponent's leg to grab opponent in a leg submission.

**COOCHIE COO:** Grab opponent in a hard grapple and press  $\downarrow + \blacksquare$  ( $\downarrow + \textcircled{B}$ ). When your opponent falls to the mat, climb to the top rope and jump off to pounce on your opponent.



## FAVORITE MOVES

1. Stealin' Home: Tap  $\bullet(\text{X})$  to run at opponent, then tap  $\times+\blacksquare(\text{A}+\text{B})$
2. Cement Hands: From a weak front grapple, tap  $\times(\text{A})$
3. Foot Skills: From a distance, tap  $\rightarrow+\blacksquare(\text{D}+\text{B})$

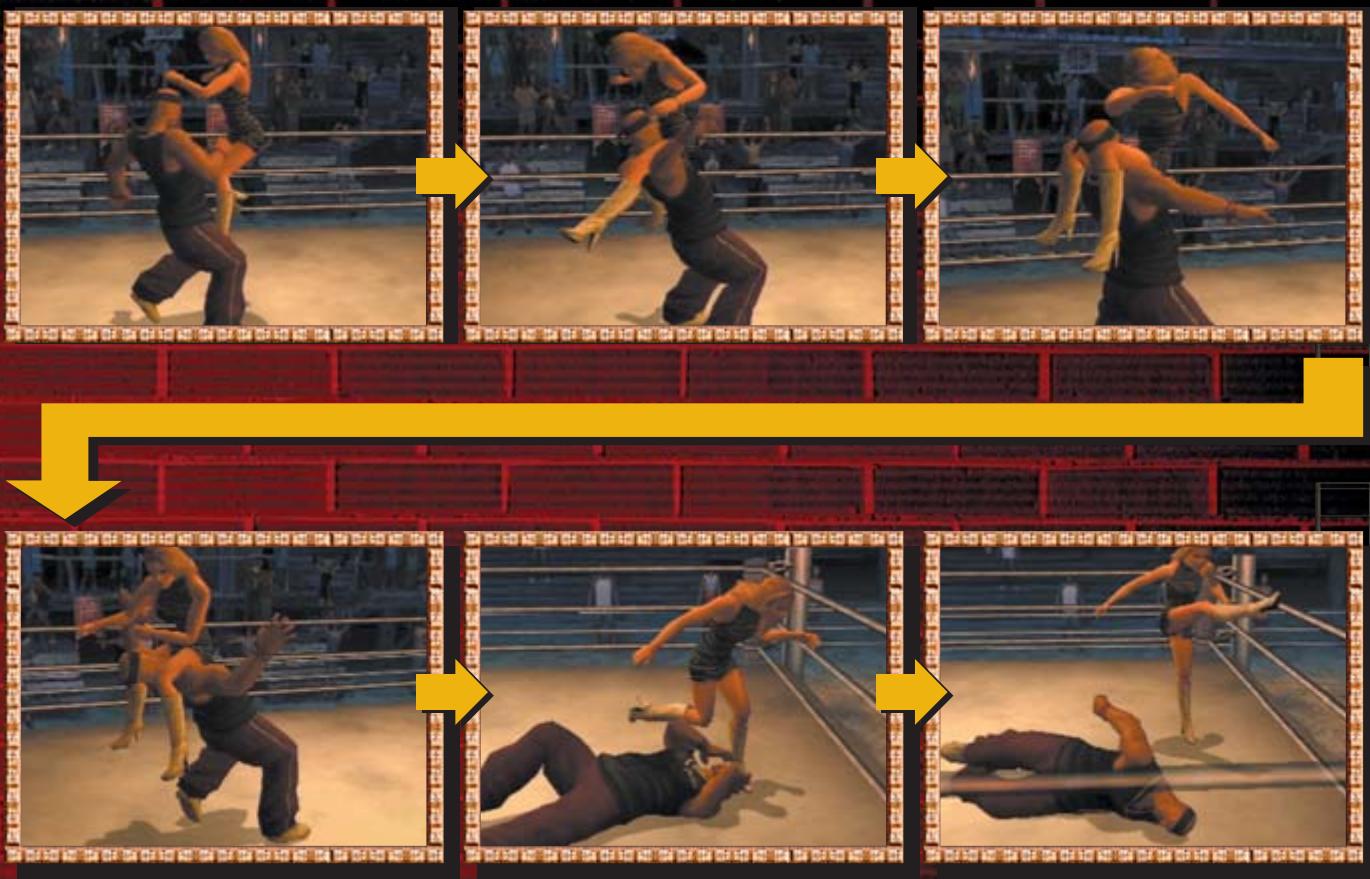
## SPECIAL MOVES

### REAR SPECIAL: DEJA VU

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG  $\rightarrow(\text{C})$ .

### FRONT SPECIAL: LAP DANCE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG  $\rightarrow(\text{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## OPAL



**HOMETOWN:** Queens, New York

**NATIONALITY:** American

**HEIGHT:** 5'3"

**WEIGHT:** 107 lbs

**OCCUPATION:** Beautician

**MEASUREMENTS:** Bust: 34C

Waist: 24

Hips: 36

### ATTRIBUTES

**POWER:**

**SPEED:**

**GRAPPLING:**

**DEFENSE:**

**STAMINA:**

**CHARISMA:**

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

### COMBOS

**BIG TEASE:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a soft grapple and tap  $\blacksquare$  ( $\text{B}$ ). When opponent falls to the mat, tap  $\times$  ( $\text{A}$ ) while standing near opponent's head to perform a head submission.

**STOOD UP:** Grab opponent in soft grapple and tap  $\rightarrow + \times$  ( $\Rightarrow + \text{A}$ ). Grab opponent in a hard rear grapple and press  $\blacksquare$  ( $\text{B}$ ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  ( $\text{B}$ ).

**DOWN IN FLAMES:** Run toward your opponent and tap  $\rightarrow + \times + \blacksquare$  ( $\Rightarrow + \text{A} + \text{B}$ ). Grab opponent in a hard grapple and press  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ).



## FAVORITE MOVES

1. Drop Tha Needle: Press ■ (B)
2. Tainted Touch: Tap ■+X
3. Fully Loaded: From a strong front grapple, tap ↑+X(↑+A)

## SPECIAL MOVES

### REAR SPECIAL: ONE NIGHT STAND

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG → (C).

### FRONT SPECIAL: BOOTY CALL

When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG → (C).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## PENNY



**HOMETOWN:** Vancouver, British Columbia

**NATIONALITY:** Canadian

**HEIGHT:** 5'6"

**WEIGHT:** 112 lbs

**OCCUPATION:** Exotic Dancer

**MEASUREMENTS:** Bust: 36C

Waist: 22

Hips: 34

## ATTRIBUTES

**POWER:**

**SPEED:**

**GRAPPLING:**

**DEFENSE:**

**STAMINA:**

**CHARISMA:**

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**BREAK UP:** Smack opponent with a combo strike by tapping  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ). Get in close and hit opponent with a soft strike by pressing  $\rightarrow + \blacksquare$  ( $\textcircled{D} + \textcircled{B}$ ). Stay in close and hit opponent with another soft strike by pressing  $\rightarrow + \blacksquare$  ( $\textcircled{D} + \textcircled{B}$ ).

**ON THE ROCKS:** Run toward opponent and tap  $\blacksquare$  ( $\textcircled{B}$ ). When opponent falls to the ground, tap  $\blacksquare$  ( $\textcircled{B}$ ) to perform a ground strike. Pick opponent up and perform a hard rear grapple and press  $\blacksquare$  ( $\textcircled{B}$ ).

**BOOGIE DOWN:** Grab opponent in a hard Irish Whip grapple and press  $\blacksquare$  ( $\textcircled{A}$ ) as opponent runs toward you. Grab opponent in a hard grapple and press  $\rightarrow + \blacksquare$  ( $\textcircled{D} + \textcircled{B}$ ). When opponent falls back to the mat, stand near opponent's head and tap  $\times$  ( $\textcircled{A}$ ) to perform a head submission.



## FAVORITE MOVES

1. Foreplay: Tap  $\rightarrow + \blacksquare$  ( $\diamond + \textcircled{B}$ )
2. Capoeria Style: Tap  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ )
3. Psycho Dub: When opponent is in corner turnbuckle, tap  $\times$  ( $\textcircled{A}$ )

## SPECIAL MOVES

### REAR SPECIAL: DUMPED

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG  $\rightarrow$  ( $\textcircled{C}$ ).

### FRONT SPECIAL: BUTTERFLY TWIST

When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG  $\rightarrow$  ( $\textcircled{C}$ ).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

TAI



**HOMETOWN:** Detroit, Michigan

**NATIONALITY:** American

**HEIGHT:** 5'4"

**WEIGHT:** 105 lbs

**OCCUPATION:** Mechanic

**MEASUREMENTS:** Bust: 32B

Waist: 24

Hips: 32

## ATTRIBUTES

**POWER:**



**SPEED:**



**GRAPPLING:**

**DEFENSE:**



**STAMINA:**



**CHARISMA:**



FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**TAINTED TOUCH:** Smack opponent with a close soft strike by tapping  $\rightarrow + \blacksquare$  ( $\diamond + \textcircled{B}$ ). Grab opponent in a soft grapple and tap  $\downarrow + \blacksquare$  ( $\downarrow + \textcircled{B}$ ). When opponent falls to the mat, stand near opponent's head and tap  $\times$  ( $\textcircled{A}$ ) to grab opponent in a head submission.

**CAT CALL:** Grab opponent in soft grapple and tap  $\rightarrow + \times$  ( $\diamond + \textcircled{A}$ ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  ( $\textcircled{B}$ ), then tap  $\times$  ( $\textcircled{A}$ ) when near opponent's leg to grab opponent in a leg submission.

**ALL THAT:** Grab opponent in a hard grapple and press  $\blacksquare$  ( $\textcircled{B}$ ). When opponent falls to the mat, climb to the top rope and jump off to pounce on opponent.



## FAVORITE MOVES

1. Hot Impact: Tap  $\rightarrow + \square$  ( $\diamond + \text{B}$ )
2. Wild Slash: Press  $\square$  ( $\text{B}$ )
3. Platinum Punch: From a weak front grapple, tap  $\times$  ( $\text{A}$ )

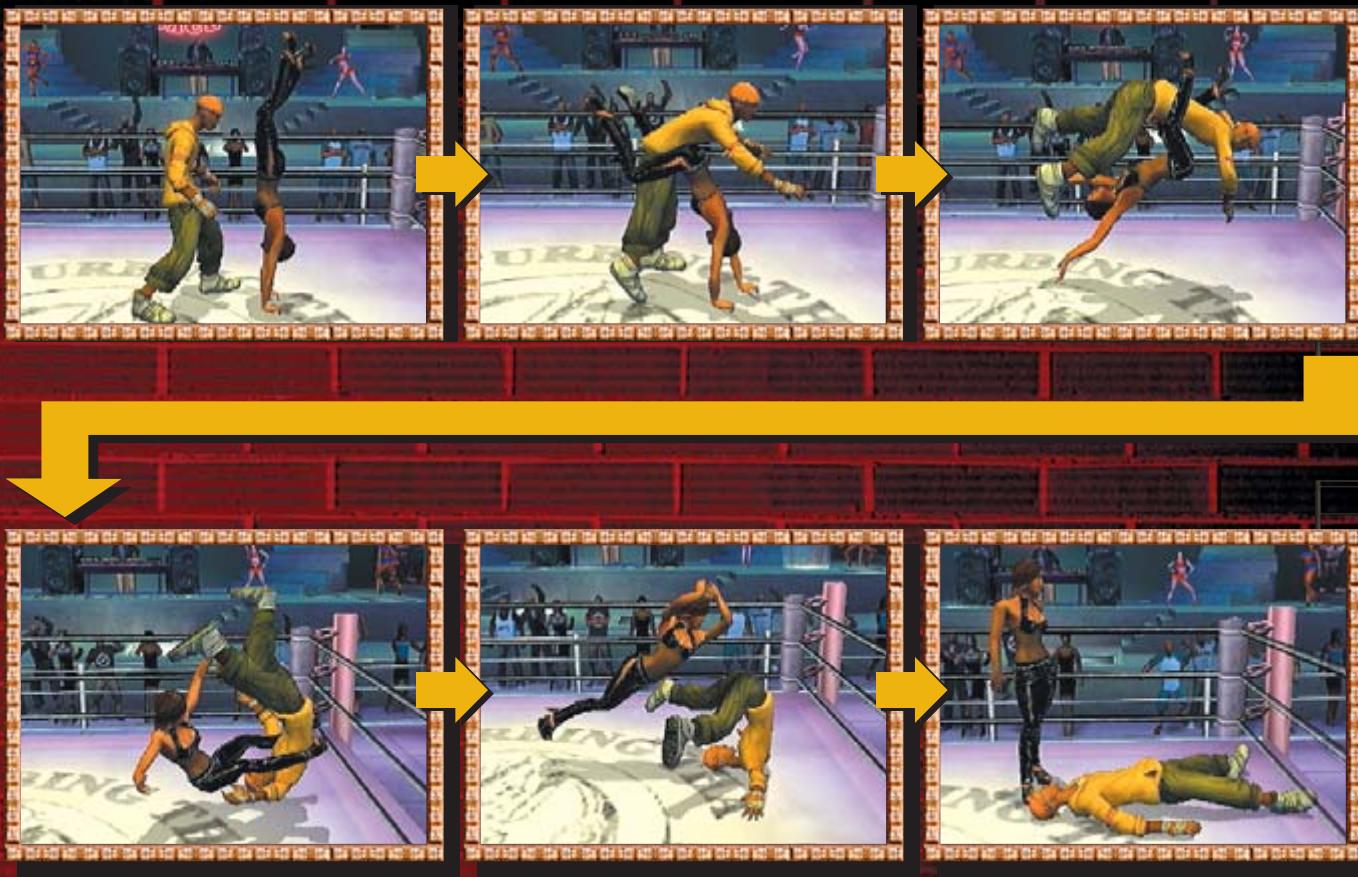
## SPECIAL MOVES

### REAR SPECIAL: ONE NIGHT STAND

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (\text{C})$ .

### FRONT SPECIAL: COLD SHOWER

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (\text{C})$ .

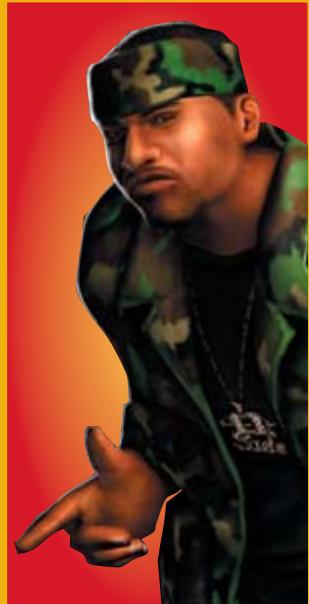


# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## DEF JAM ARTISTS

### CAPONE



### BIO

Capone is one half of the multi-talented highly respected duo CNN with his partner NORE. Capone and Noreaga jumped on to the music scene in 1997 with their 1997 debut "The War Report" which sold nearly 500,000 copies. They later reunited to release "The Reunion." Now Capone is part of the Def Jam Family and will be releasing his debut solo release in 2003.

### COMBOS

**CAPONE BONE:** From a distance, tap  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ) to hit opponent with a soft strike. Press  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{G}$ ) to hit opponent with a hard strike. Grab opponent in a hard grapple and press  $\times + \leftarrow$  or  $\times + \rightarrow$  ( $\text{A} + \leftarrow$  or  $\text{A} + \rightarrow$ ).

**ILLEGAL LIFE:** Run toward opponent and tap  $\downarrow + \blacksquare$  ( $\text{A} + \text{B}$ ). Grab opponent in a hard grapple and press  $\blacksquare + \leftarrow$  or  $\blacksquare + \rightarrow$  ( $\text{B} + \leftarrow$  or  $\text{B} + \rightarrow$ ).

**LAWLESSNESS:** Grab opponent in a soft grapple and tap  $\blacksquare + \uparrow$  ( $\text{B} + \uparrow$ ). Grab opponent in a hard grapple by pressing  $\times + \downarrow$  ( $\text{A} + \downarrow$ ). When opponent is on the ground, tap  $\times$  ( $\text{A}$ ) when near opponent's head to grab opponent in a head submission.

### FAVORITE MOVES

1. **Golden Glove Blitz:** From a strong front grapple, tap  $\rightarrow + \times$  ( $\Rightarrow + \text{A}$ )

2. **Red Hot Ride:** Climb to the top rope by holding  $\bullet + \text{up}$  toward turnbuckle. Release  $\bullet$  ( $\text{X}$ )

3. **Fists of Fury:** When opponent is on the ground, tap  $\times$  ( $\text{A}$ ) while near opponent's head

### FEATURED TRACK

"Stomp"  
Performed by C-N-N



## ATTRIBUTES

POWER:



SPEED:



GRAPPLING:



DEFENSE:



STAMINA:



CHARISMA:



FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**CAPONE BONE:** From a distance, tap  $\rightarrow + \blacksquare$  ( $\Rightarrow + \textcircled{B}$ ) to hit opponent with a soft strike. Press  $\rightarrow + \blacksquare$  ( $\Rightarrow + \textcircled{C}$ ) to hit opponent with a hard strike. Grab opponent in a hard grapple and press  $\times + \leftarrow$  or  $\times + \rightarrow$  ( $\textcircled{A} + \leftarrow$  or  $\textcircled{A} + \rightarrow$ ).

**ILLEGAL LIFE:** Run toward opponent and tap  $\downarrow + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ). Grab opponent in a hard grapple and press  $\blacksquare + \leftarrow$  or  $\blacksquare + \rightarrow$  ( $\textcircled{B} + \leftarrow$  or  $\textcircled{B} + \rightarrow$ ).

**LOWLESSNESS:** Grab opponent in a soft grapple and tap  $\blacksquare + \uparrow$  ( $\textcircled{B} + \uparrow$ ). Grab opponent in a hard grapple by pressing  $\times + \downarrow$  ( $\textcircled{A} + \downarrow$ ). When opponent is on the ground, tap  $\times$  ( $\textcircled{A}$ ) when near opponent's head to grab opponent in a head submission.

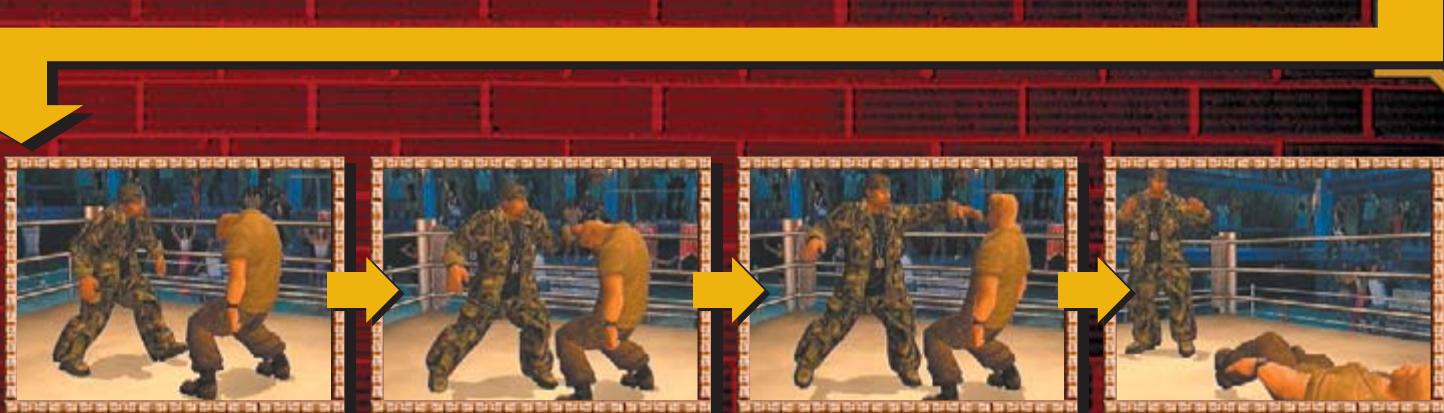
## SPECIAL MOVES

### REAR SPECIAL: PUNCHING BAG

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .

### FRONT SPECIAL: PUSHOVER

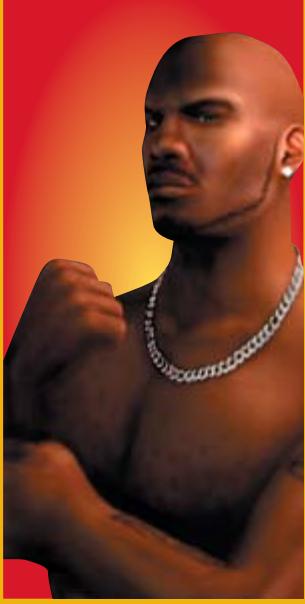
When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## DMX



## BIO

Maybe it's because he spoiled us with three unforgettable albums in less than two years. Maybe it was just that voice. Or maybe it was just that growling spitfire delivery we couldn't get out of our head. Maybe it was simply that "Party Up"—that crazy up-tempo club jam that kept us rocking months after the most recent *And Then There Was X* album leveled off at five platinums—was still insane on the brain.

For whatever the reason, lately we've been thinking about DMX, the artist whose bald head and shoulder-to-shoulder dog tattoo had gotten kids around the world barking and rhyming in loud bursts of manic, ghetto energy. His name is Earl Simmons, better known as the Dark Man X, and in three short years he has broken *Billboard* sales figures by debuting two albums at number one within the same year (*It's Dark & Hell Is Hot* and *Flesh of My Flesh, Blood of My Blood*). He has set the radio waves on fire with hits like "Get At Me Dog," "Ruff Ryders Anthem," "Slippin'," "It's On," and "Party Up." He has been on two record-breaking national tours, *Survival of the Illest* and *Hard Knock Life*, and starred in two feature films, *Hype William's Belly* and the box office smash *Exit Wounds* with Steven Seagal, whose \$35 million first week take was the biggest ever for the action star. Now this multi-platinum, global phenomenon, the person who almost single-handedly shifted hip-hop's identity away from one of shiny suits and fancy cars to one defined by a survival-centered street life where heart, credibility, strength and loyalty meant as much as the phattest outfit or the baddest girl, is inviting us back into his bare-chested world for a fourth album. No amateurs allowed. *The Great Depression*, perhaps the Dark Man's finest work to date, is filled with the same stories of struggle and survival, pain, and ability to get by that have signified this dog's career.

Eighteen years into a music career, four years into superstardom, DMX has managed to do it again. He's stayed with the same creative team who he considers family: Producers Grease, PK, and Swizz Beatz. And this time he's been able to take it even farther. How does he do it? Because he chooses to tell the honest tales of a real life. For that he's more than a rapper. Hear the beats, listen to the words, understand the meaning. And get spoiled again.

## FAVORITE MOVES

1. For My Dogs: From a strong front grapple, tap  $\downarrow + \blacksquare$  ( $\downarrow + \textcircled{B}$ )
2. The Omen: From a weak rear grapple, tap  $\times$  ( $\textcircled{A}$ )
3. Bloodline Anthem: From a strong rear grapple, press  $\times$  ( $\textcircled{A}$ )

## FEATURED TRACK

- "X Gonna Give It To Ya"
- "Intro"
- "Party Up"



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**JUNKYARD DOG:** Grab opponent in soft rear grapple and tap **■ (B)**. While opponent is on the ground, perform a ground strike by tapping **■ (B)**, then tap **×** (A) when near opponent's head to grab opponent in a ground submission.

**WHAT'S MY NAME:** Tap **×+■ (A+B)** to hit opponent with a combo strike. Hit opponent with a hard strike by pressing **→+■ (D+B)**. Grab opponent in a hard grapple and press **↓+■ (D+B)**.

**DOG BITE:** Run toward opponent and tap **→+×+■ (D+A+B)**. When opponent falls to the mat, tap **■ (B)** to perform a ground strike. Tap **×** (A) when near opponent's feet to grab opponent in a leg submission.

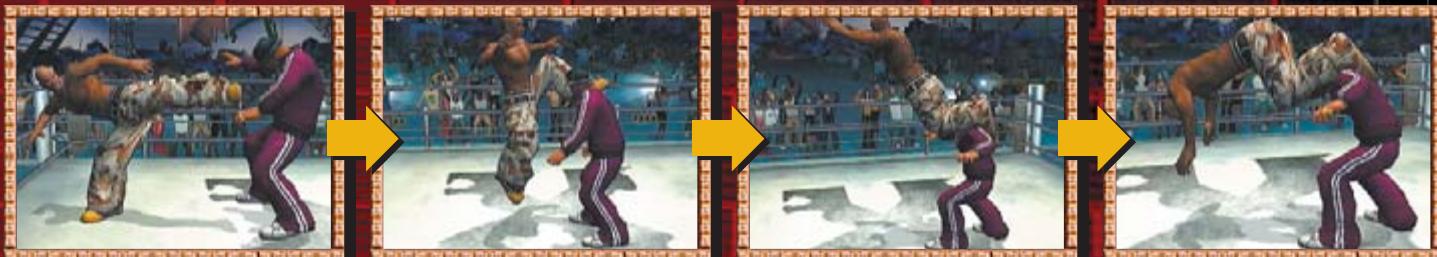
## SPECIAL MOVES

### REAR SPECIAL: DISHRAZ

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **(ANALOG) → (C)**.

### FRONT SPECIAL: RUFF RYDERS ANTHEM

When your Blazin' meter is activated, grab your opponent in a front grapple and tap **(ANALOG) → (C)**.



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## FUNKMASTER FLEX



## BIO

Funkmaster Flex has quickly become a one-man entertainment conglomerate. He is a multiple-gold recording artist, a top-rated DJ at the number one and two radio markets in the country (Hot 97 in New York City and Power 106 in Los Angeles), the hottest club DJ, an MTV VJ, an on-air personality, a film personality, the founder and CEO of his own record label (Franchise Records), the founder and CEO of Franchise Marketing, a manager to numerous DJs, a chart-topping record producer, and a player in the automobile industry. Funkmaster Flex has quite simply done it all and shows no signs of slowing down. This year, Funkmaster Flex is extremely busy with radio, film, a new album, and the car ventures. With five gold records to date, Flex is busy working on his highly anticipated sixth album: *Funkmaster Flex 60 Minutes of Funk, Volume V: The Mix Tape*. Flex is currently compiling the best of all his records with tracks from a number of hot artists, old and new.

Flex is also creating yet another empire. He is acting as a car consultant to all the major players in both the music and sports industries. He has a celebrity car club with members like Russell Simmons, Moby, and Faith Evans. He is also preparing for his second celebrity car show, with cars from Busta Rhymes, Cash Money Millionaires, Nelly, Missy Elliott, and Puffy.

After completing a year as the host/house DJ on MTV's *Direct Effect*, Flex decided to continue his relationship with MTV by appearing throughout the year as their "celebrity DJ" at special events. Flex is also the official US spokesperson behind video game publisher Codemasters' *MTV Music Generator 2* for Sony's PlayStation 2. Players can create original soundtracks by utilizing countless pre-recorded beats and samples from eight different musical styles featuring rock, garage, trance, house, and R&B. Flex provides two songs players can manipulate.

Born Aston Taylor, Jr. in the Bronx, New York, the son of a part-time DJ, Funkmaster Flex got his professional start at 19, carrying crates for DJ Chuck Chillout at KISS-FM. As legend has it, one fateful day, Chuck was late for work and the Program Director let Flex spin for five minutes, which turned into three hours. When Chuck moved to WBLS, Flex followed and became a full-fledged radio DJ in New York City. The following year, in 1992, Flex was offered his own late night mix show on Fridays on Hot 97, New York's number one station. Two hours turned into two nights, which turned into four; four nights turned into five. Flex now commands an unprecedented 31 hours, six nights a week in the top two markets in the country.

By 1993, Flex was commanding attention at The Palladium, the city's hottest spot, where he was instrumental in breaking the Wu-Tang Clan, Naughty By Nature, Tupac, SWV, and Mary J. Blige. A year later, his club fate would take him through to The Tunnel, where Flex had made a home for himself on Sunday for the past seven years. In addition to the 2000+ cutting-edge club kids, the club also draws the most influential crowd in New York City, including record producers, label heads, breaking artists, and superstars—all going to get to the pulse point of new music.

In 1995, Flex recorded *Funkmaster Flex The Mix Tape: Volume 1*, which sold over 300,000 copies. Soon after, Flex followed with *Funkmaster Flex The Mix Tape: Volume 2*, which was certified Gold by the RIAA (Recording Industry Association of America), representing over 500,000 albums sold in the United States. On *Funkmaster Flex The Mix Tape: Volume 3, The Final Chapter*, Flex swore he had made his last mix tape ever, but he then paired with his longtime partner Big Kap for their first collaboration album, *Funkmaster Flex & Big Kap The Tunnel*, which has gone gold. The album features new songs from Jay-Z, Snoop Dogg, Mobb Deep, Ruff Ryders, Dr. Dre and Eminem, Cash Money Millionaires, Mary J. Blige, Li'l Kim, Capone-n-Noreaga, and more.

In 1996, Flex started the Big Dawg Record Pool, a service which provides more than 120 DJs in the Tri-State area with the latest underground records to sample on their audiences and to report back on the reaction.

Funkmaster Flex resides in New York, but it's quite obvious he hardly has a moment to relax.

# DEF JAM RUMBLE: FUNKMASTER FLEX



## ATTRIBUTES

POWER:



DEFENSE:



SPEED:



STAMINA:



GRAPPLING:



CHARISMA:



FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**FLEXIN MUSCLE:** Press **■(B)** to hit opponent with a hard strike. Smack opponent with a close soft strike by tapping **■(B)**. Grab opponent in a soft grapple and tap **×**(A).

**CHILLOUT SESSION:** When opponent is in the corner turnbuckle, tap **×**(A) to perform a soft corner grapple. Tap **■(B)** after opponent falls to the mat to smack him with a ground strike, then tap **×+■(A+B)** to hit opponent with a combo strike.

**ILL BOMBS:** Grab opponent in a hard Irish Whip grapple, and as opponent runs toward you, press **×**(A). Press **■(B)** to hit opponent with a hard strike, then grab opponent in a soft grapple and press **■(B)**.

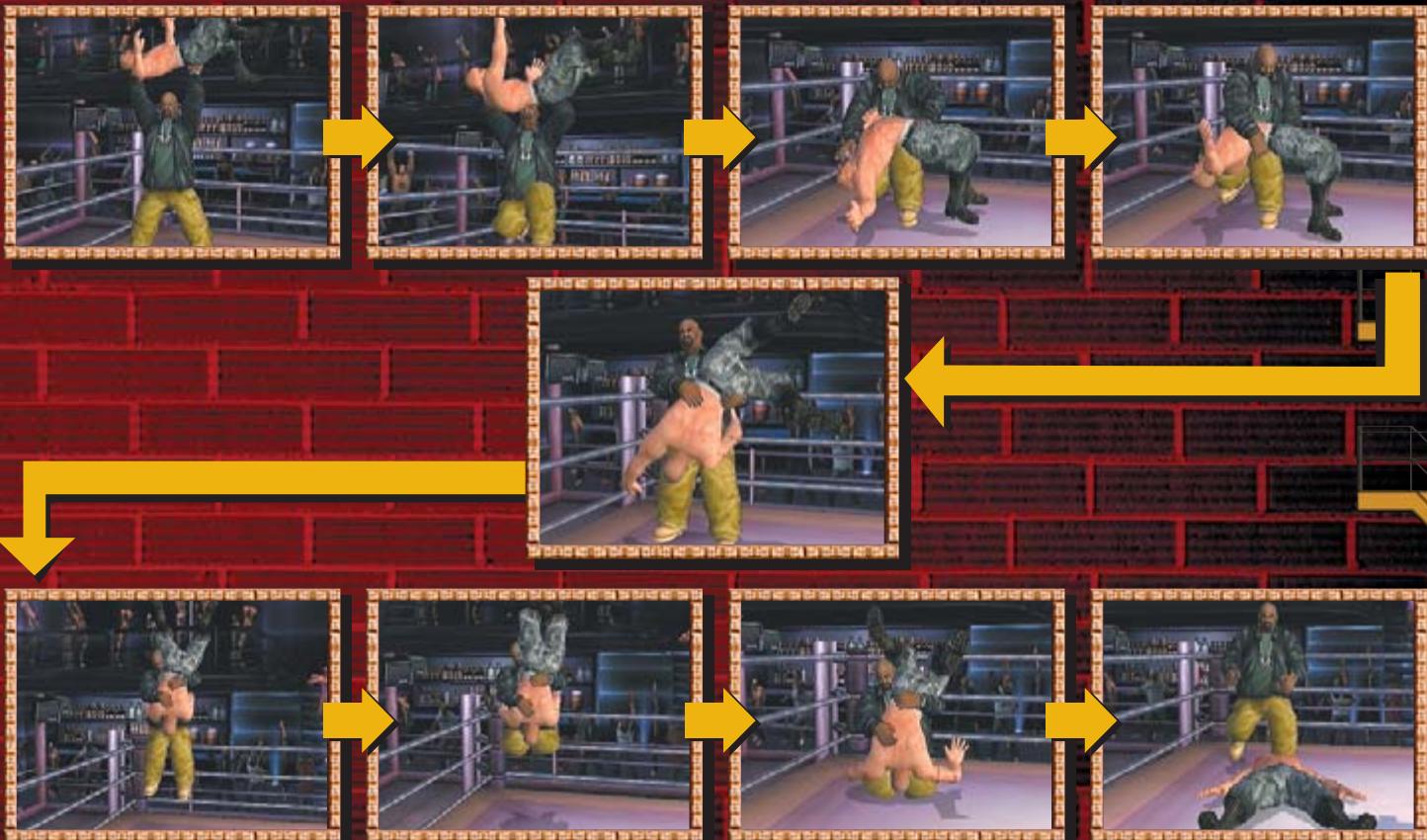
## SPECIAL MOVES

### REAR SPECIAL: SPECIAL REQUEST

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap **ANALOG →(C)**.

### FRONT SPECIAL: THROWIN' WEIGHT AROUND

When your Blazin' meter is activated, grab your opponent in a front grapple and tap **ANALOG →(C)**.



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## Ghostface Killah



### FAVORITE MOVES

1. Tagged and Bagged: From a strong rear grapple, press **X**(**Ⓐ**)
2. Harlem Hurricane: From a strong front grapple, press **X**(**Ⓐ**)
3. Landslide: From a strong front grapple, press **↑+X**(**↑+Ⓐ**)

### FEATURED TRACK

"Buck 50" featuring Cappadonna, Method Man & Redman

## BIO

Before hip-hop sold its soul to the mainstream, groups like the Wu-Tang Clan moved the masses with their grizzly Staten Island-bred battle cries. Through the righteous wordplay first heard on their 1993 debut, the nine-man unit counter-cultured the recording industry with a brand of authenticity that has yet to be matched. There's no question that the man who embodies the Wu's coveted abstract essence is Ghostface Killah, who solidified his urban legend with his classic solo debut *Ironman* and the acclaimed follow up, *Supreme Clientele*, then came back with *Bulletproof Wallets*.

Unlike the majority of the industry's throwaway catchy bars-n-hooks rhymers, the Holy Ghost is not afraid to let his heart bleed all over a track. "To me, making songs is like giving birth to children," shares Ghost. "They all have different faces, but it's still the same bloodline. I'm a soul baby, so I love old-school music. I write off of Marvin Gaye, Al Green. That's what brings it up outta me."

Rap fans have already gotten a tantalizing sneak peek of what lies ahead with the release of *Bulletproof Wallets*' first single, "Never Be The Same Again." The smooth track, which features the emotional voice of R&B star Carl Thomas, finds Ghost confronting a former lover who has done him wrong. The accompanying music video, directed by Nick Quested, succeeds in showing on film the stormy relationship that Ghost has detailed so well with his words.

"When I write, I write to win...I write it for you to feel it," attests Ghost. "I'm more or less into how it sounds. I could name an album *Argentina* and people would love it 'cause how pretty it sounds." As a result, *Bulletproof Wallets* is yet another masterminded effort by one of the game's most honorable wordsmiths. Anything else would be uncivilized.

# DEF JAM RAP BATTLE: GHOSTFACE KILLAH



## ATTRIBUTES

POWER:   
SPEED:   
GRAPPLING: 

DEFENSE:   
STAMINA:   
CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**UNTOUCHABLE:** Hit opponent with a combo strike by tapping  $\times + \blacksquare$  ( $\text{@} + \text{B}$ ). Grab opponent in a hard grapple by pressing  $\times + \leftarrow$  or  $\times + \rightarrow$  ( $\text{@} + \leftarrow$  or  $\text{@} + \rightarrow$ ). When opponent falls to the mat, stand near opponent's head and tap  $\times$  ( $\text{@}$ ) to perform a head submission.

**STONE COLD KILLAH:** While getting up, hold  $\text{R2}$  ( $\text{R}$ ) and tap  $\blacksquare$  ( $\text{B}$ ) to strike opponent. Run toward opponent and tap  $\blacksquare$  ( $\text{B}$ ). When opponent falls to the mat, tap  $\blacksquare$  ( $\text{B}$ ) to perform a ground strike.

**SOUL CONTROLLER:** From a distance, hit opponent with a soft strike by tapping  $\rightarrow + \blacksquare$  ( $\leftarrow + \text{B}$ ). Grab opponent in a soft Irish Whip grapple and press  $\rightarrow + \times$  ( $\leftarrow + \text{@}$ ) when opponent runs toward you. When opponent falls to the mat, stand by opponent's feet and tap  $\times$  ( $\text{@}$ ) to perform a leg submission.

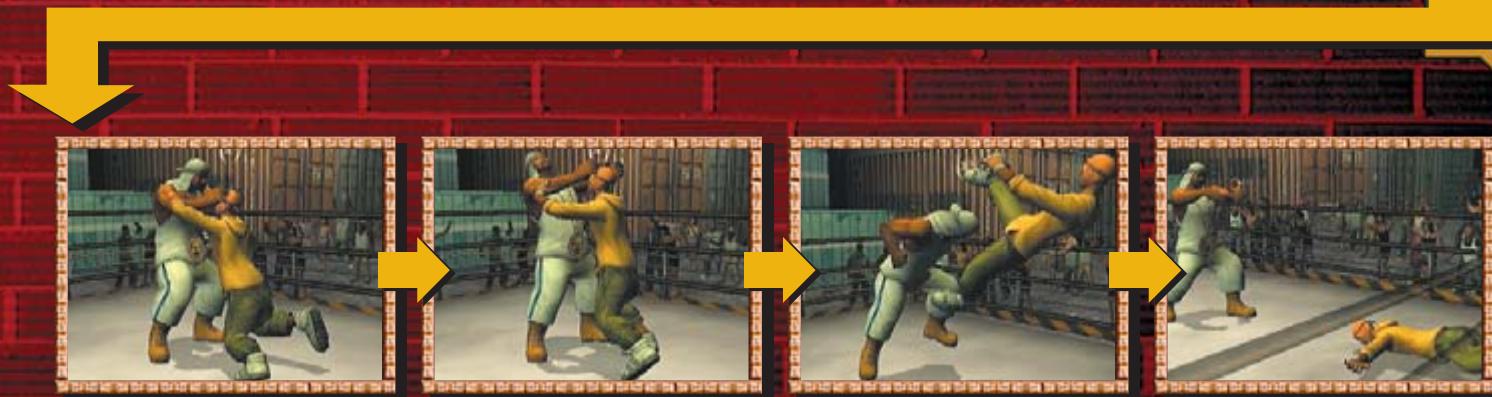
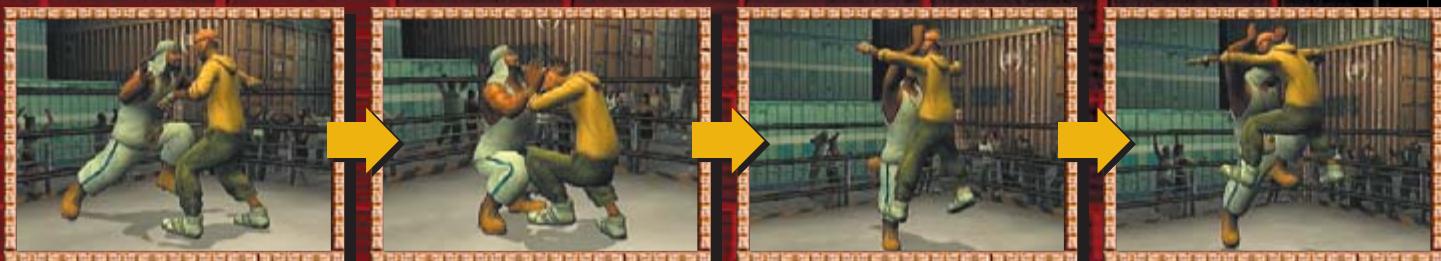
## SPECIAL MOVES

### REAR SPECIAL: GHOST SHOWER

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow$  ( $\text{C} \triangleright$ ).

### FRONT SPECIAL: SPLITTING HEADACHE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow$  ( $\text{C} \triangleright$ ).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## JOE BUDDEN



### BIO

Ask Joe Budden what was the rap record that changed his life and he laughs. "All of them. I've been doing hip-hop since I was 10. I was raised with hip-hop. This is my destiny."

Born in Spanish Harlem, Joe Budden lived in Queens until he was 11 and from there moved to Jersey City, which he still calls home. The middle child of three boys, Joe heard music in his home (his dad plays several instruments) and on the streets. He absorbed the songs of old school legends like Rakim, Kool G Rap, KRS-One, and Queens natives Run DMC and LL Cool J. By the time he turned 16, Joe had decided to take his love of hip-hop and his burgeoning skills to another level.

"I went on a total rampage in my area," Joe says. "If there was a cipher on the corner, or a show, I was there. After a while it became common knowledge in my neighborhood that I was aight and my confidence grew." Joe started hitting local studios and getting on mix tapes, doing it for the love and as means of expression. Soon low-level industry types started buzzing around, filling his head with *American Idol*-worthy dreams. The prospects of fame excited the 17 year old, but nothing came of any of the promises, so Joe just persevered and honed his craft. In 2001, everything changed as one of Joe's self-produced CDs made its way to Cutmaster Cee, who passed it along to Webb of Desert Storm. Impressed with what he'd heard, Webb offered Joe and On Top the financial freedom to stay in the studio and concentrate on making mix tapes. It was only a matter of time before the really big guns caught wind of what Joe was spitting and offered him the chance to shine on his own album.

### FAVORITE MOVES

1. 360 Drop Slam: From a strong front grapple, tap  $\downarrow + \blacksquare$  ( $\downarrow + \textcircled{B}$ )

2. Ruff Ryde: From a strong front grapple, tap  $\uparrow + \downarrow$  ( $\uparrow + \textcircled{A}$ )

3. Blood Money: While opponent is in corner turnbuckle, press  $\times$  ( $\textcircled{A}$ )

### FEATURED TRACK

"Focus"

# DEF JAM RAP BATTLE: JOE BUDDEN



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**FOCUS:** Get in close and tap  $\rightarrow + \blacksquare$  ( $\diamond + \circlearrowright$ ) to perform a soft strike. Grab opponent in a hard rear grapple and press  $\times$  ( $\circledcirc$ ). Run toward downed opponent and tap  $\blacksquare$  ( $\circlearrowleft$ ).

**OFF THE CHAIN:** Grab opponent in soft grapple and tap  $\times$  ( $\circledcirc$ ). While opponent is on the ground, tap  $\times$  ( $\circledcirc$ ) when near opponent's head to perform a head submission hold.

**STONE CRAZY:** Smack opponent with a combo strike by tapping  $\times + \blacksquare$  ( $\circledcirc + \circlearrowright$ ). Run toward opponent and tap  $\times + \blacksquare$  ( $\circledcirc + \circlearrowright$ ). When opponent falls to the mat, tap  $\times$  ( $\circledcirc$ ) while near opponent's feet to perform a leg submission hold.

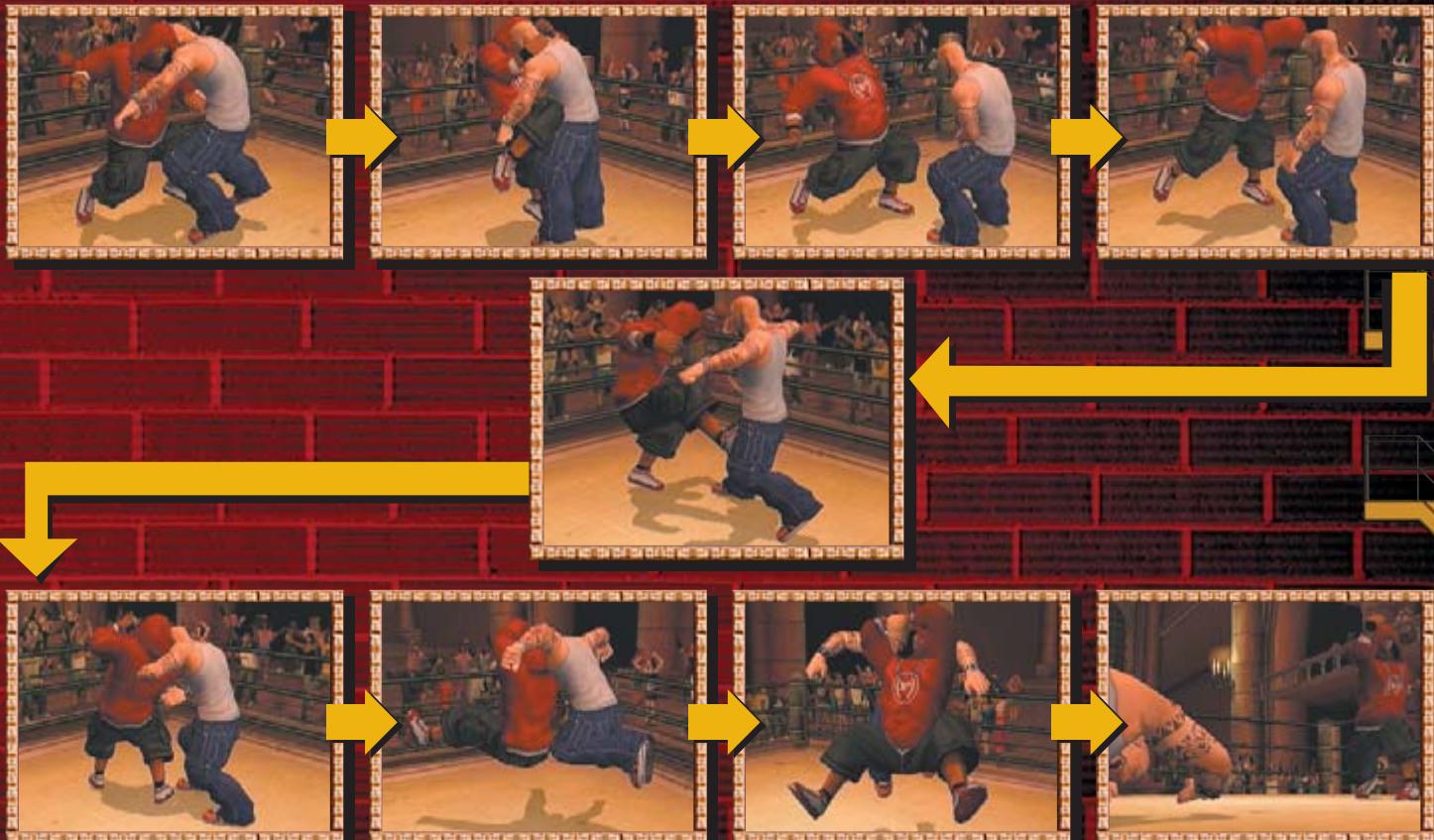
## SPECIAL MOVES

### REAR SPECIAL: HELL RIDIN

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\circlearrowright)$ .

### FRONT SPECIAL: REPRESENTIN' JERSEY

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\circlearrowright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## KEITH MURRAY



### BIO

A Long Island, New York native, Keith Murray quickly rose to prominence in 1994 with the release of his debut single, *The Most Beautifullest Thing in This World*, which shot directly to the top of the charts. In 1995, he released his first album, titled after his hit single, which was certified gold and established Murray's prowess as a songwriter, rapper, and musician. A year later, he delivered his second album, *Enigma*, to critical acclaim. His charismatic presence and commanding delivery were further solidified on his third record, *It's a Beautiful Thing*, in 1998.

Murray is also one of the founding members of the Def Squad, along with former EPMD member Erick Sermon and rapper/producer Redman. Their first record, *El Niño*, released in 1998, unleashed the raw street-wise power of this seminal rap group with such hit singles as "Full Cooperation," "The Game," and "Rhymin' Wit Biz."

"The impact of Def Jam can be felt wherever you go, whether it's in a playground up in Harlem or in a club in downtown Tokyo," stated Murray. "Being part of such a precedent-setting music and lifestyle-making organization is a real privilege. What made me choose Def Jam over everyone else was that Lyor and his team believed in my vision as an artist, songwriter, and musician. Within Def Jam, there exists a sense of creative freedom that you simply don't find anywhere else. What more could any artist want?"

### FAVORITE MOVES

1. Killin Time: From a strong rear grapple, press  $\times$ (@)

2. Smokin Backflip: While Blazin', climb to the top rope by holding  $\text{O}$ +toward turnbuckle. Release  $\bullet$ ( $\times$ )

3. Mic Slingin': Climb to the top rope by holding  $\bullet$ +toward turnbuckle ( $\text{L}\text{Y}$ + toward turnbuckle). Release  $\bullet$ ( $\times$ )

### FEATURED TRACK

"Oh My Goodness"  
"Yeah Yeah You Know It"

# DEF JAM CHAMPS: KEITH MURRAY



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**STREET LIFE:** Grab opponent in a soft grapple and tap  $\downarrow + \blacksquare$  ( $\uparrow + \circlearrowright$ ). Climb to the top rope and jump off to pounce on opponent.

**MAKIN' CHANGE:** Run toward opponent and tap  $\rightarrow + \blacksquare$  ( $\Rightarrow + \circlearrowright$ ). Grab opponent in a hard grapple and press  $\downarrow + \times$  ( $\downarrow + \circlearrowleft$ ). When opponent falls to the mat, stand near opponent's feet and tap  $\times$  ( $\circlearrowleft$ ) to perform a leg submission.

**FLOSSIN' BEATDOWN:** Get in close to opponent and hit him with a soft strike by tapping  $\blacksquare$  ( $\circlearrowright$ ). Grab opponent in a hard rear grapple and press  $\blacksquare$  ( $\circlearrowright$ ). When opponent falls to the mat, stand near opponent's feet and press  $\times$  ( $\circlearrowleft$ ) to perform a leg submission.

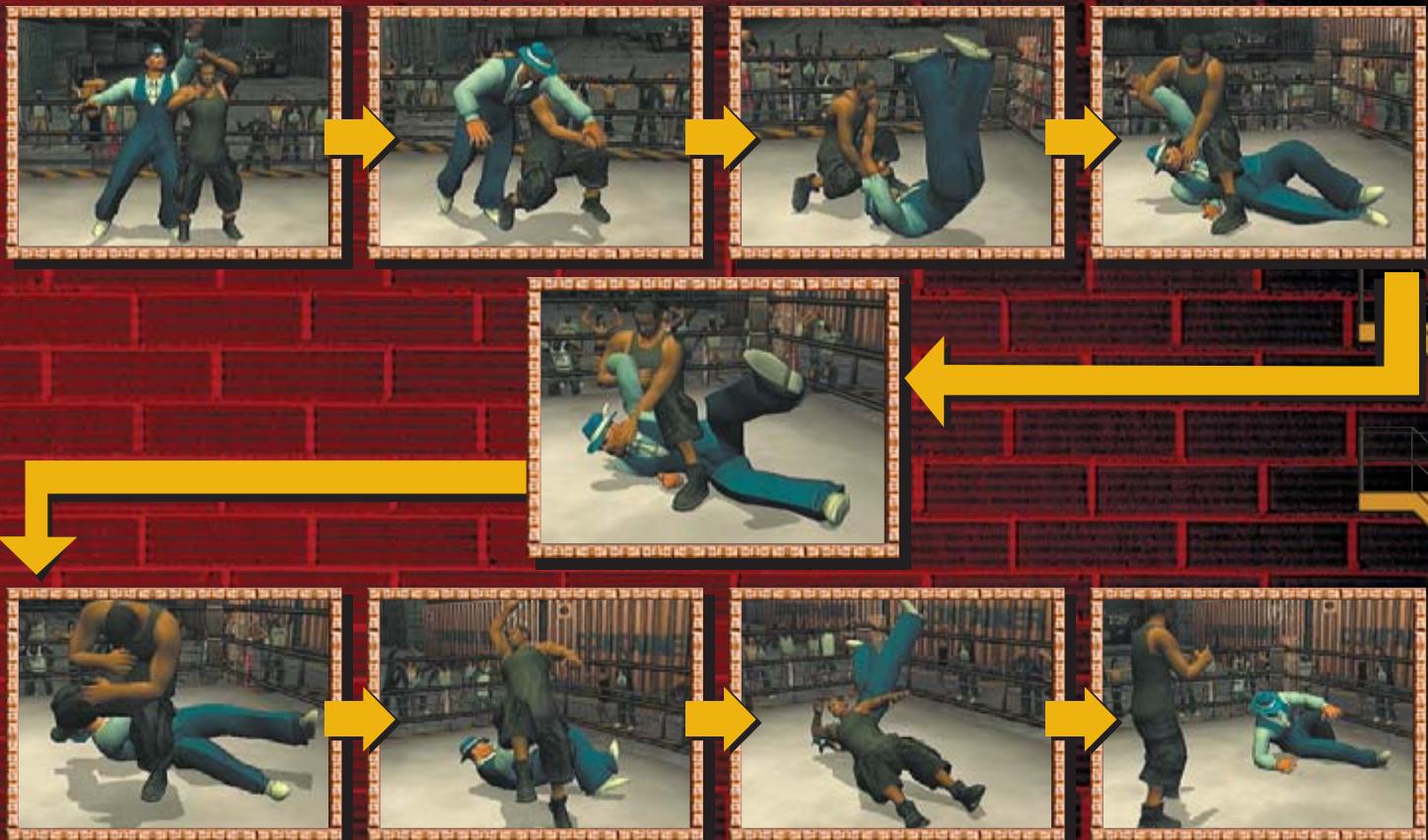
## SPECIAL MOVES

### REAR SPECIAL: SYCHOSYMATIC

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG  $\rightarrow$  ( $\circlearrowright$ ).

### FRONT SPECIAL: OH MY GOODNESS

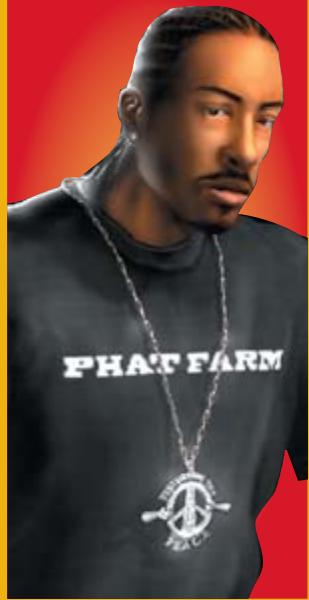
When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG  $\rightarrow$  ( $\circlearrowright$ ).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## LUDACRIS



## BIO

Everybody's crazy country cousin, Ludacris returns from the road (and all them "area codes") with his newest joint *Word of Mouf*. "I try to make good albums as well as dope singles," says 24-year old Ludacris. "The kind of music that people blast in their rides. It's my goal to make the kind of music if there was no television, no radio or no street teams...you'd still know about my record. That's what *Word of Mouf* is all about."

Having crashed straight out of the red dirt landscape of Atlanta, the madcap style of Ludacris first emerged on the indie-produced effort *Incognegro*, which sold 30,000 copies. Still, it wasn't until the release of his double platinum classic *Back for the First Time* (2000) on Def Jam South that he really got a chance to bubble: "Believe me, it's what I had been waiting for all my life."

On his breakout singles "What's Your Fantasy" and "Southern Hospitality" this comical brother from another planet dropped his ill rhyme style into the earholes of America. "I grew up watching Richard Pryor, *The Three Stooges*, and Dolomite," says Ludacris. "I've always been the funny dude in my crew, so I wanted to put that humor into my lyrics."

Although still a babe in the world of rap, Ludacris has grown. "This record is the life report of my life for past year," he says. "It's me learning every day, being more educated and becoming a better rapper and entertainer. Before I started working on *Word of Mouf* I felt like the best was yet to come. And now here it is."

Produced by the machine-man known as Timbaland, the disc's first official single "Roll Out (My Business)" is a rip-roarer that will have even old folks shaking their wrinkled thangs. "No beats motivate me faster than Tim's," confesses Ludacris. "I know sometimes as an entertainer, people want to know what's going on in my life but then there are those people who just make [stuff] up. This song is for those rumor starters."

Known on his driver's license as Chris Bridges, the lanky rapper got his start in the business when he became a disc jockey on Atlanta's premier hip-hop station WHTA (Hot 97). "But don't get it twisted, I was already rapping before I even got on the air," stresses Ludacris. "People want to think that I was a radio jock who started rapping, when really it was the other way around."

Rolling wild with his crew Disturbing Tha Peace—a motley posse of talented rappers and producers that includes Shawna, Little Fate, Infamous 2-0, 4-IZE, and Shondrae—Ludacris brags, "We make such a good team, because each person brings something different to the table. But, we all wild out and live every day as though it were our last. Believe me, if you lived next door to D.T.P., you would be knocking on the door demanding we turn down the noise."

With the release of *Word of Mouf*, the world can soon forget about learning country grammar, because Ludacris is speaking an entirely different language.

## FAVORITE MOVES

1. Block Lockdown: From a strong front grapple, tap  $\rightarrow + \blacksquare$  ( $\Rightarrow + \textcircled{B}$ )

2. Party Crash: From a weak front grapple, tap  $\uparrow + \blacksquare$  ( $\uparrow + \textcircled{B}$ )

3. Acid Drop: Climb to the top rope by holding  $\bullet + \textcircled{B}$  toward turnbuckle ( $\textcircled{Y} + \textcircled{B}$  toward turnbuckle). Release  $\bullet$  ( $\textcircled{X}$ )

# DEF JAM CHAMPION: LUDACRIS



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**DISTURBING THE PEACE:** Grab opponent in a hard grapple and press  $\blacksquare + \leftarrow$  or  $\blacksquare + \rightarrow$  ( $\textcircled{B} + \leftarrow$  or  $\textcircled{B} + \rightarrow$ ). When opponent falls to the mat, tap  $\times$  ( $\textcircled{A}$ ) when near opponent's head to perform a head submission.

**SOUTHERN HOSPITALITY:** Get in close to opponent and tap  $\rightarrow + \blacksquare$  ( $\textcircled{D} + \textcircled{B}$ ) to hit him with a soft strike. Grab opponent in a hard rope grapple by pressing toward the ropes and  $\times$  ( $\textcircled{A}$ ). When opponent falls to the mat, tap  $\times$  ( $\textcircled{A}$ ) while standing near opponent's feet to perform a leg submission.

**DIRTY SOUTH XPLOSION:** Press  $\blacksquare$  ( $\textcircled{B}$ ) to hit opponent with a hard strike, then tap  $\times + \blacksquare$  ( $\textcircled{A} + \textcircled{B}$ ) to hit opponent with a combo strike. Run toward opponent and tap  $\blacksquare$  ( $\textcircled{B}$ ).

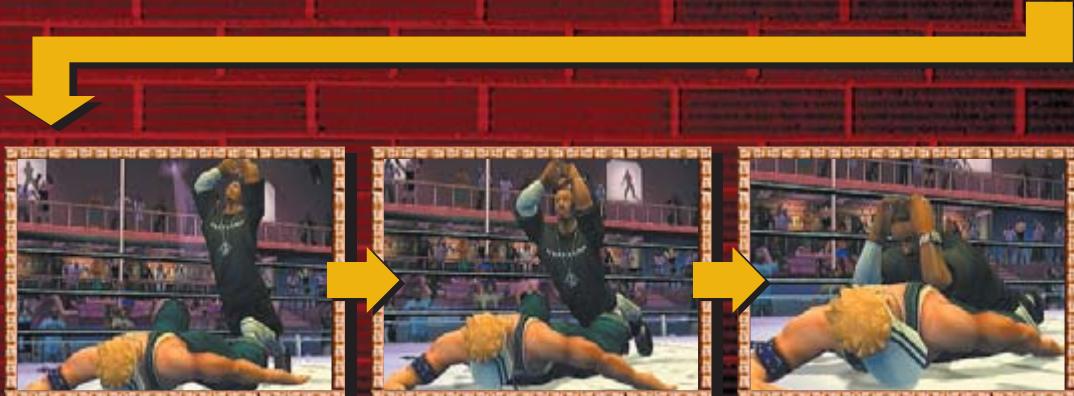
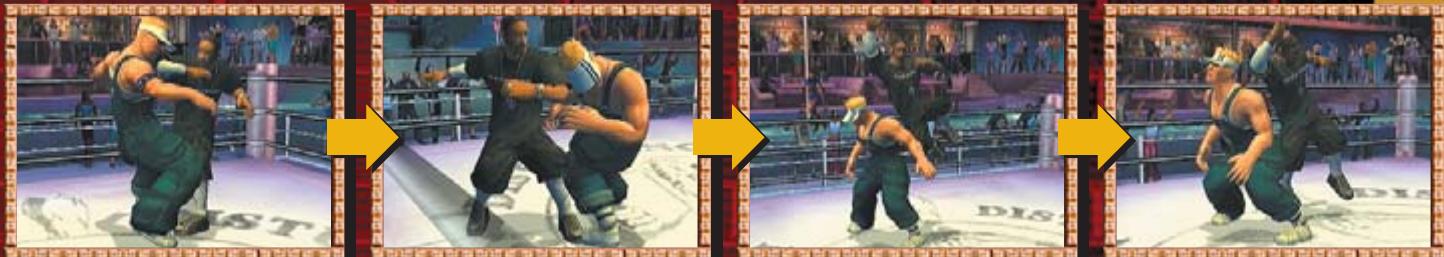
## SPECIAL MOVES

### REAR SPECIAL: LUDACRISIFICATION

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow$  ( $\textcircled{C}$ ).

### FRONT SPECIAL: THROW DEM BOWS

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow$  ( $\textcircled{C}$ ).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## METHOD MAN



## BIO

Staten Island-based rapper Method Man (born Clifford Smith) first burst on to the national hip-hop scene in 1992 as a core member of the acclaimed rap collective the Wu-Tang Clan. Following the success of that group's 1993 debut album, *Enter The Wu-Tang (36 Chambers)*, Method Man released his first solo album, 1994's *Tical*, produced by fellow Wu-Tang member RZA.

*Tical* quickly became a hit, followed by his 1995 duet with Mary J. Blige, "I'll Be There For You," which reached No. 3 and won the Man a Grammy in 1996. Method Man scored a second Top 20 single in 1995 with "How High," a duet with Redman. Method made his onscreen acting debut in 1998's *Hype Williams* feature *Belly*.

His follow-up, *Tical 2000: Judgment Day*, was released to much fanfare in November 1998, selling over 400,000 records in its first week of release.

## FAVORITE MOVES

1. Shoulder Rack: From a strong front grapple, press  $\uparrow + \blacksquare$  ( $\uparrow + \text{B}$ )

2. Staten Slice: Tap  $\blacksquare$  ( $\text{B}$ )

3. Judgment Day: From a strong front grapple, tap  $\downarrow + \blacksquare$  ( $\downarrow + \text{B}$ )

## COMBOS

**CEREAL KILLER:** Smack opponent with a close soft strike by tapping  $\blacksquare$  ( $\text{B}$ ). Press  $\blacksquare$  ( $\text{B}$ ) to hit opponent with a hard strike, then grab opponent in a light grapple and tap  $\downarrow + \blacksquare$  ( $\downarrow + \text{B}$ )

**RUN 4 COVER:** Grab opponent in a hard grapple and press  $\downarrow + \blacksquare$  ( $\downarrow + \text{B}$ ). While opponent is on the ground, perform a ground strike by tapping  $\blacksquare$  ( $\text{B}$ ), then tap  $\times + \blacksquare$  ( $\leftarrow + \text{B}$ ) to perform a running combo strike.

**JUST CLOWNIN':** From a distance, tap  $\rightarrow + \blacksquare$  ( $\rightarrow + \text{B}$ ) to perform a soft strike. Press  $\rightarrow + \blacksquare$  ( $\rightarrow + \text{B}$ ) to hit opponent with a hard strike. Grab opponent in a hard grapple and press  $\uparrow + \blacksquare$  ( $\uparrow + \text{B}$ ).

## FEATURED TRACK

"Bring the Pain"  
"Uh Huh!"

# DEF JAM CHAMPION: METHOD MAN



## ATTRIBUTES

POWER:   
SPEED:   
GRAPPLING: 

DEFENSE:   
STAMINA:   
CHARISMA: 

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

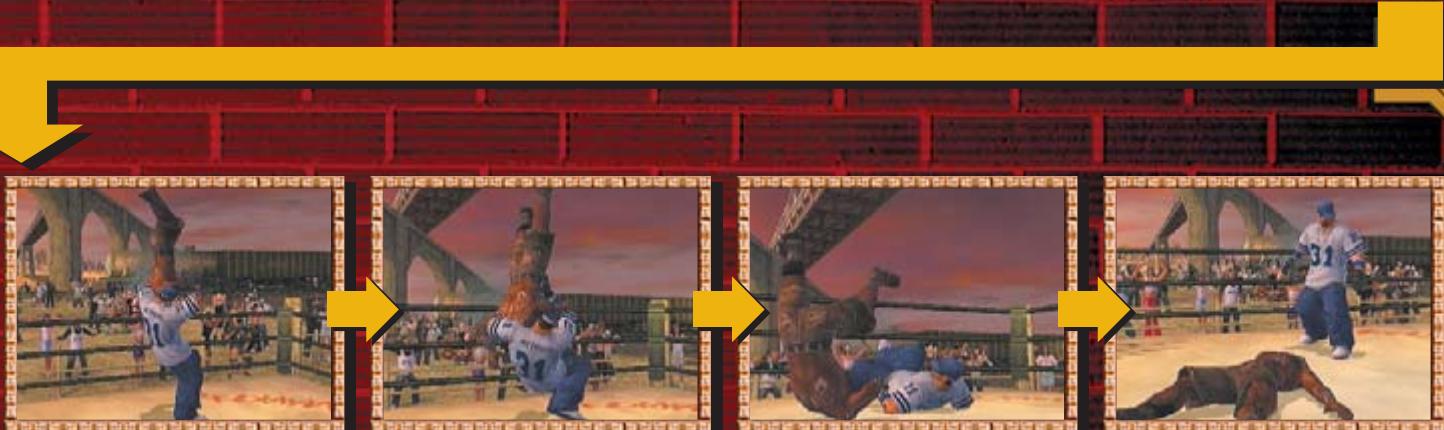
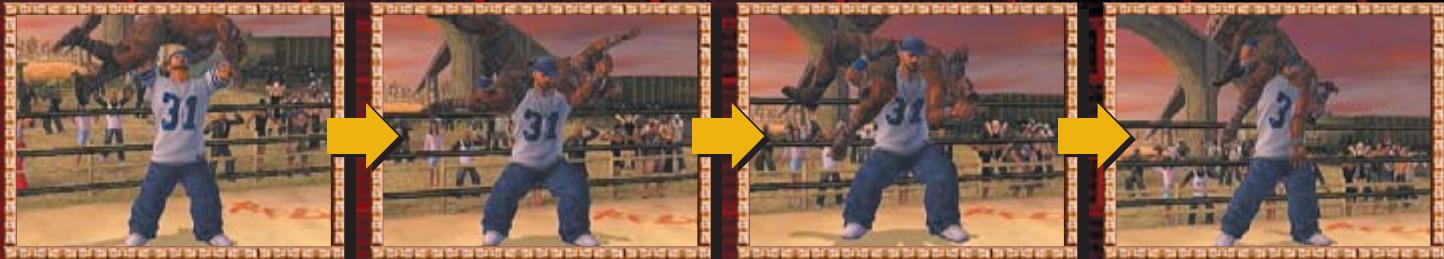
## SPECIAL MOVES

### REAR SPECIAL: METHOD 2 MADNESS

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap ANALOG → (C).

### FRONT SPECIAL: METHALIZE

When your Blazin' meter is activated, grab your opponent in a front grapple and tap ANALOG → (C).



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## N.O.R.E.



## BIO

Known for keeping a biography of Manuel Noriega with him at all times, the then-16-year old Victor "N.O.R.E." Santiago was christened after the Panamanian General he emulated while serving time for attempted murder. But N.O.R.E. was destined for more than a life behind bars. He took up penning raps while in jail, trading verses with future partner Capone in bible class. After his release from prison, the Lefrak, Queens native found himself in the midst of an over-dramatized East Coast-West Coast feud, fueled by his verse on "LA, LA," the response record to Tha Dogg Pound's dis record "New York, New York."

Alongside affiliates Capone and Mobb Deep, N.O.R.E. captured the attention of a reeling hip-hop underground that championed the rapper as the unofficial defender of New York hip-hop. Later that year the group was signed to Tommy Boy Records and subsequently released their debut and five-mic classic *The War Report*. The group's unforgiving portrayal of the hard-knock life tinged with their brand of explosive realism earned them instant credibility as the urban survivalists.

Five years and three albums (*N.O.R.E.*, *Melvin Flynt Da Hustla*, and *The Reunion*) later, hip-hop's official "Whut-Whut" man has made his move to hip-hop's official "Whut-Whut" label. As the newest member on the Def Jam Records roster, N.O.R.E. is armed with a rekindled spirit and the momentum of a smash summer single. He has definitely re-arrived, poised to regain his super-thug status with the release of his third solo effort, *Grimey...God's Favorite*, this winter.

"I feel relieved," explains N.O.R.E., who along with CNN partner Capone, was released from his contract and picked up by Def Jam following this year's highly-anticipated but commercially disappointing *The Reunion* album. "I put my heart into that last CNN album and I was feeling like a failure after it dropped. But when I went on Hot 97 and announced that we were free agents, before I could get the words out of my mouth, my two-way was ringing. 'What do you mean? We want y'all.' Def Jam kept their ear to the street and bought us out of our contract. That's when I knew how important I was to the hip-hop community."

If it was a sense of affirmation that N.O.R.E. needed to kick-start the second leg of his career, then that's just what he got. With the support of hip-hop's most successful label, N.O.R.E. confidently embarked on his new 16-track long player. Recorded in just six weeks, *Grimey* is a return to the organized noise of '98s brilliant *N.O.R.E.*

Blending the abrasively sonic creations of such familiar producers as EZ Elpee, SPK, Kyze, Swizz Beatz, and the Neptunes, fused with N.O.R.E.'s brand of runaway-train enthusiasm and infectious non-sequiturs, *Grimey...God's Favorite* is every bit the jagged-edge roller coaster ride you've come to expect from the commanding Queens emcee.

Aside from his solo effort, N.O.R.E. is also working on another CNN album, a straight-to-video movie that he shot himself, and the long-awaited follow up to *N.O.R.E.*, tentatively titled *N.O.R.E. ...Again*. With a new company at his back and a new outlook, N.O.R.E. is feeling pretty good about his future. "I feel like I'm a new artist," he admits happily. "I'm relaxed, there's a freedom now. I know certain things will be taken care of. I don't wanna be CEO of my own label, I don't wanna be president, I'm good with being an artist. I just want to make hits." A free soul is a happy soul indeed.

## FAVORITE MOVES

1. Grimey Punch: Tap  $\rightarrow + \blacksquare$  ( $\nwarrow + \textcircled{B}$ )

2. Forklift: While opponent runs toward you, press  $\times$  ( $\textcircled{A}$ )

3. Dragon Whip: From a strong front grapple, press  $\downarrow + \times \blacksquare$  ( $\downarrow + \textcircled{B}$ )

## FEATURED TRACK

"Nothin"

# DEF JAM ARTISTS: N.O.R.E



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**GRIMEYVILLE BLITZ:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a soft grapple and tap  $\times + \downarrow$  ( $\text{A} + \downarrow$ ). When opponent falls to the mat, tap  $\blacksquare$  ( $\text{B}$ ) to hit opponent with a ground strike.

**GRIMEY FIGHTIN:** Get in close and hit opponent with two close soft strikes by tapping  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ),  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a hard Irish Whip grapple and press  $\times$  ( $\text{A}$ ) when your opponent runs toward you.

**HEAD BUSSA:** When getting up, hold  $\text{R2}$  ( $\text{R}$ ) and tap  $\blacksquare$  ( $\text{B}$ ) to strike opponent. Run toward opponent and tap  $\blacksquare$  ( $\text{B}$ ). When opponent falls to the mat, tap  $\times$  ( $\text{A}$ ) when standing near opponent's feet to perform leg submission.

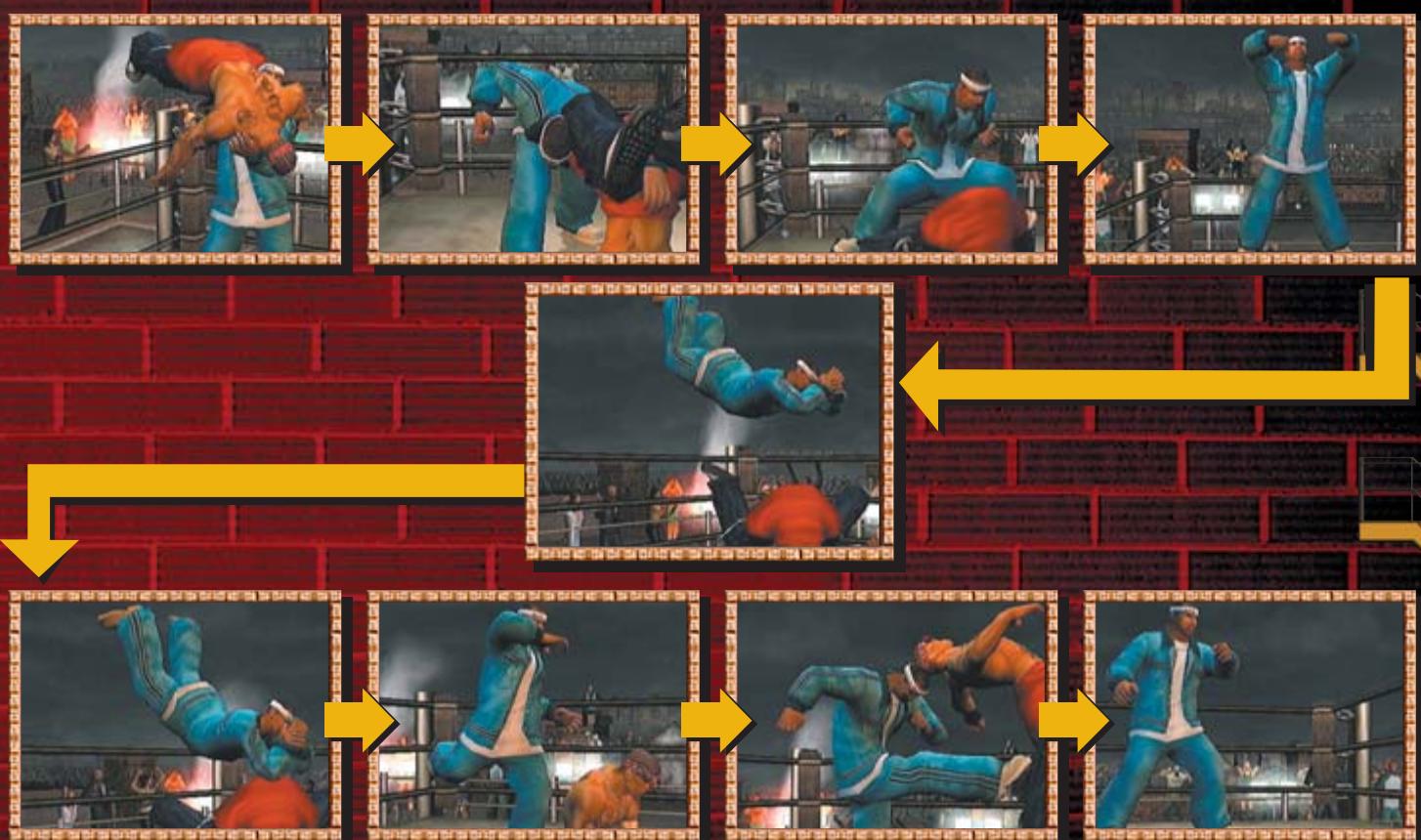
## SPECIAL MOVES

### REAR SPECIAL: PERCOLATOR

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG } \rightarrow (\text{C})$ .

### FRONT SPECIAL: NOTHIN'

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG } \rightarrow (\text{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## REDMAN



### BIO

The doctor is in. The funk doc, that is. But this time, he's got a serious case of *Malpractice* against him. As Newark, New Jersey's top candidate, Redman has put it down for almost ten straight years, delivering a smash each time out. His four solo albums (*Whut? Thee Album*, *Dare Iz A Darkside*, *Muddy Waters*, *Doc's Da Name 2000*) and two collaboration joints (*Blackout!* with Method Man and *El Niño* with Def Squad) have placed the rapper in a hip-hop hall of fame, because only a few artists have managed to be that consistent. And Redman is one of them.

Though he upholds his reputation in hip-hop by remaining true to his formula of funk-driven beats and unconventional rhymes, Redman intends to stretch his own boundaries with his fifth solo album, *Malpractice*. He explains, "When a doctor operates and does something he's not supposed to do, they call it malpractice. That's what this album is—I'm going to be breaking all the rules, stepping it up and doing things that I wouldn't normally do."

Redman busts through the door with "Let's Get Dirty" featuring DJ Kool, and seals the coffin to the flossy, iced-out MC. The song's grimy out-the-trunk feel will bring the "under" back above ground. His alter ego, Reggie Noble, is confident that *Malpractice* will be another classic, and he has gathered together a strong team to appear as guest artists. "I'm going to have more people on this album than usual. Part of the reason is because I got a much bigger clique now. Of course, there's Def Squad, my immediate family, but there's also Method Man, and a bunch of new artists, like Icarus, D-Don and Saukrates, that I'm about to put out on my own label," he adds.

Redman's time in hip-hop has been well spent. Rather than waste time planning, the outrageous emcee just delivers. "I don't like to wait two or three years to drop an album. I try to drop one every year, at the end of the year, to close it out with a bang," he says laughing. As a result, the music always surprises listeners, never sounding like anything else out there. "I feel as though I always serve the fans, so I'm not trying to jump the gun too much. *Malpractice* will definitely be something different than what you've come to expect from Redman, but I ain't trying to go way out there either."

Redman also was nominated for a Grammy Award with De La Soul for his performance on the song "Oooh," and he received the 2000 Source Award with Method Man for Live Performer of the Year. He also appeared alongside Meth in his major motion picture debut *How High*.

If you're tired of the same ol' repetitiously boring hip-hop, then you'll need a prescription for this brand of funk. So whatever you do, don't forget to go see the doctor.

### FAVORITE MOVES

1. **Brick City Mashin':** When opponent is in corner turnbuckle, press **X**(**Ⓐ**)

2. **Verdict's In:** Climb to the top rope by holding **●**+toward turnbuckle. Release **●**(**✖**)

3. **Blunt Daze:** From a strong front grapple, press **X**(**Ⓐ**)

### FEATURED TRACK

"Smash Sumthin"



## ATTRIBUTES



FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**CREEPIN':** Get in close and tap  $\rightarrow + \blacksquare (\Rightarrow + \circlearrowright)$  to hit opponent with a soft strike. Grab opponent in a soft grapple and tap  $\rightarrow + \blacksquare (\Rightarrow + \circlearrowright)$ . When opponent falls to the mat, tap  $\blacksquare (\circlearrowright)$  to perform a ground strike.

**WATCH YO NUGGETS:** While getting up, hold  $\text{R2} (\text{R})$  and tap  $\blacksquare (\circlearrowright)$ . Press  $\blacksquare (\circlearrowright)$  to hit opponent with a hard strike, then grab opponent in a hard grapple and press  $\uparrow + \blacksquare (\uparrow + \circlearrowright)$ .

**SMASH SOMETHIN':** Press  $\rightarrow + \blacksquare (\Rightarrow + \circlearrowright)$  to smack opponent with a hard strike. Hit opponent into the corner turnbuckle, then grab opponent in a hard corner grapple by pressing  $\times (\text{@})$ . When opponent falls to the mat, tap  $\times (\text{@})$  while near opponent's head to perform a head submission.

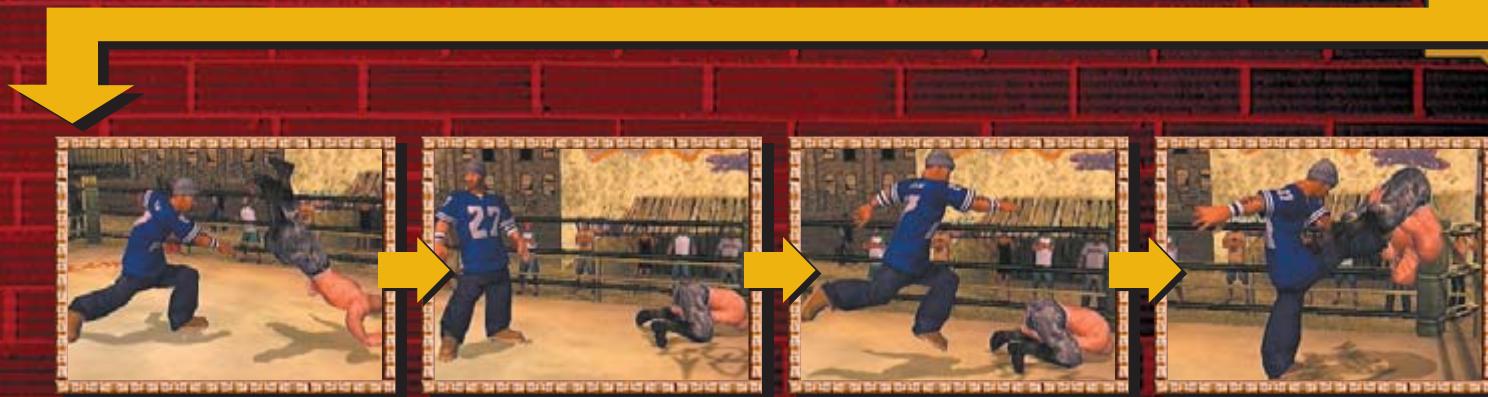
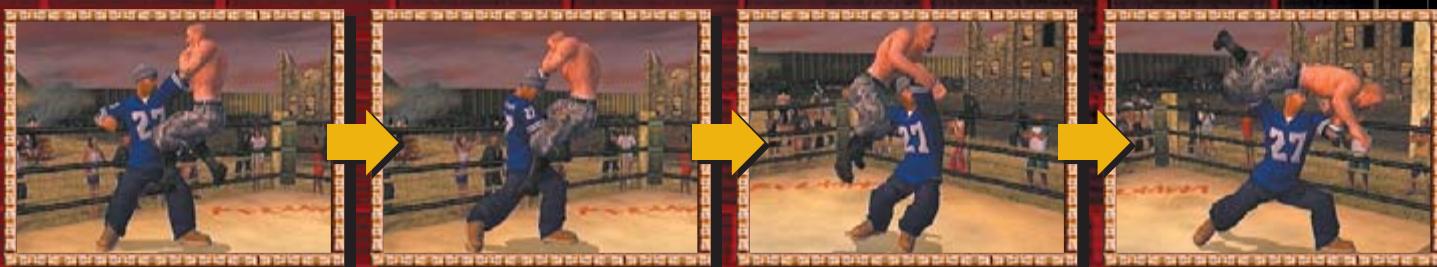
## SPECIAL MOVES

### REAR SPECIAL: JERSEY TURNPIKE

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .

### FRONT SPECIAL: BALLS TO THE WALL

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\text{C} \triangleright)$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## SCARFACE



## BIO

Just as in the criminal world where there's a big difference between being a hustler and being a boss, the music biz sets galactic space between the role of an artist and that of a label head. The fans unknowingly segregate artists who try to gain street credibility from those who get credited by the streets. The latter for each of the past comparisons represent what Brad Jordan, known to most as Scarface, is to the hip-hop universe.

Scarface is a hip-hop ambassador. He represents mastered skill, preserved integrity, immense respect, quiet leadership, and vocal tutelage. But ask the average fan and you'll probably get a simple summary statement like "Face is a dope MC!" Since stepping on the scene with his Houston, Texas cohorts Geto Boys back in '90, then wacking the world a year later with his arctic delivery on the classic single "Minds Playing Tricks On Me," he's been putting it down for the south. But once the artist formerly named Mr. Scarface went solo in '91, released the gold selling LPs *Mr. Scarface Is Back* ('91) and *World Is Yours Diary* ('93), then scored platinum success with his third solo release *Diary* ('94), the rap world was hooked on the ex-Houston hustler. There wasn't any other rapper who brought across such dark images so vividly, spoke about the fiery bottoms of hell with such a frozen tongue, yet warm voice. Hip-hop never saw him coming and now they keep coming back.

Fans flock to him and his new releases. The only difference is that many of his fans are his peers. You'd be hard pressed to find a rhyme heavyweight who hasn't graced a Face album. To name a few: Ice Cube, Tupac, Jay-Z, Too Short, Daz, Kurupt, Redman, and UGK all leaped at the opportunity to share a track with Mr. Face. This has allowed him to extend his status from H-town diplomat to global ambassador for rap. He brought the world to the American Geto.

"I didn't put up a boundary on my music," Scarface says. "Though I rep my hood and rep my city, my music was for everybody from California to Cleveland to Chicago to Washington, DC, to New York to Mississippi to Atlanta. I didn't want to put no boundaries on my music, no Houston boundary."

But that's Face's worth in the rap sector of notepads and vocal booths. His living legacy surpasses that. On rap music's flip-side, Brad Jordan is a boss in the hip-hop label juggernaut that is Def Jam Records. Two years ago, he was anointed as president of Def Jam South. And in alignment with the success of his recording career, Scarface scored big from the start of his exec tenure. His first signee, the rambunctiously engaging ATL representer Ludacris, sold three million copies of his debut *Back for the First Time* and is threatening to outdo his freshman outing with his sophomore LP *Word of Mouf*, which has been blazing charts with hits like the Jazze Phae-orchestrated "Area Codes" and the Organized Noize-produced "Saturday."

Not only has Def Jam allowed Face the opportunity to exercise his muscle in nurturing artists, they've allowed him to add to his rhyme resume by relocating Face from his former label Virgin and making the house that Rush built his new home—as an artist. The result: Face's seventh solo album, *The Fix*, set to be served in every hood this summer. "My destiny is in my hands now. It's not in nobody else's hands," he states. "I make the final decision on my product. I'm not obligated to nothing and I know that with Def Jam behind me, I know I'm a give them a different look."

The LP hosts the perfect reintroduction to the old Scarface: the hustler, the gangsta, the ghetto preacher, the icon. It's also the introduction to the new Face: the Def Jam executive and artist. All in all it's the same old Brad Jordan, that skinny hood from South Acres, Houston, who was always looking for a better hustle than the last. And *The Fix* does just that—supercede its predecessors. Did you expect anything less?

## FAVORITE MOVES

1. In Cold Blood: From a strong front grapple, press ↓+X(↓+Ⓐ)

2. The Fix: From a strong front grapple, press →+■(→+Ⓑ)

3. Slingin' Blood: While standing at a distance away from opponent, tap ■(Ⓑ)

## FEATURED TRACK

"In Cold Blood"

# DEF JAM ARTISTS: SCARFACE



## ATTRIBUTES

POWER: SPEED: GRAPPLING:

DEFENSE: STAMINA: CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**GUESS WHO'S BACK:** Smack opponent with a close soft strike by tapping  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ). Grab opponent in a hard rear grapple and press  $\times$  ( $\text{A}$ ). When opponent falls to the mat, tap  $\times$  ( $\text{A}$ ) when near opponent's head to perform a head submission.

**DIARY OF A MADMAN:** Press  $\rightarrow + \blacksquare$  ( $\Rightarrow + \text{B}$ ) to smack opponent with a hard strike. Grab opponent in a hard grapple and press  $\blacksquare + \leftarrow$  or  $\blacksquare + \rightarrow$  ( $\text{B} + \leftarrow$  or  $\text{B} + \rightarrow$ ). When opponent falls to the mat, tap  $\times$  ( $\text{A}$ ) when near opponent's head to perform a head submission.

**IN MY BLOOD:** Run toward opponent and tap  $\times + \blacksquare$  ( $\text{A} + \text{B}$ ). When opponent falls to the mat, tap  $\times$  ( $\text{A}$ ) when near opponent's feet to perform a leg submission.

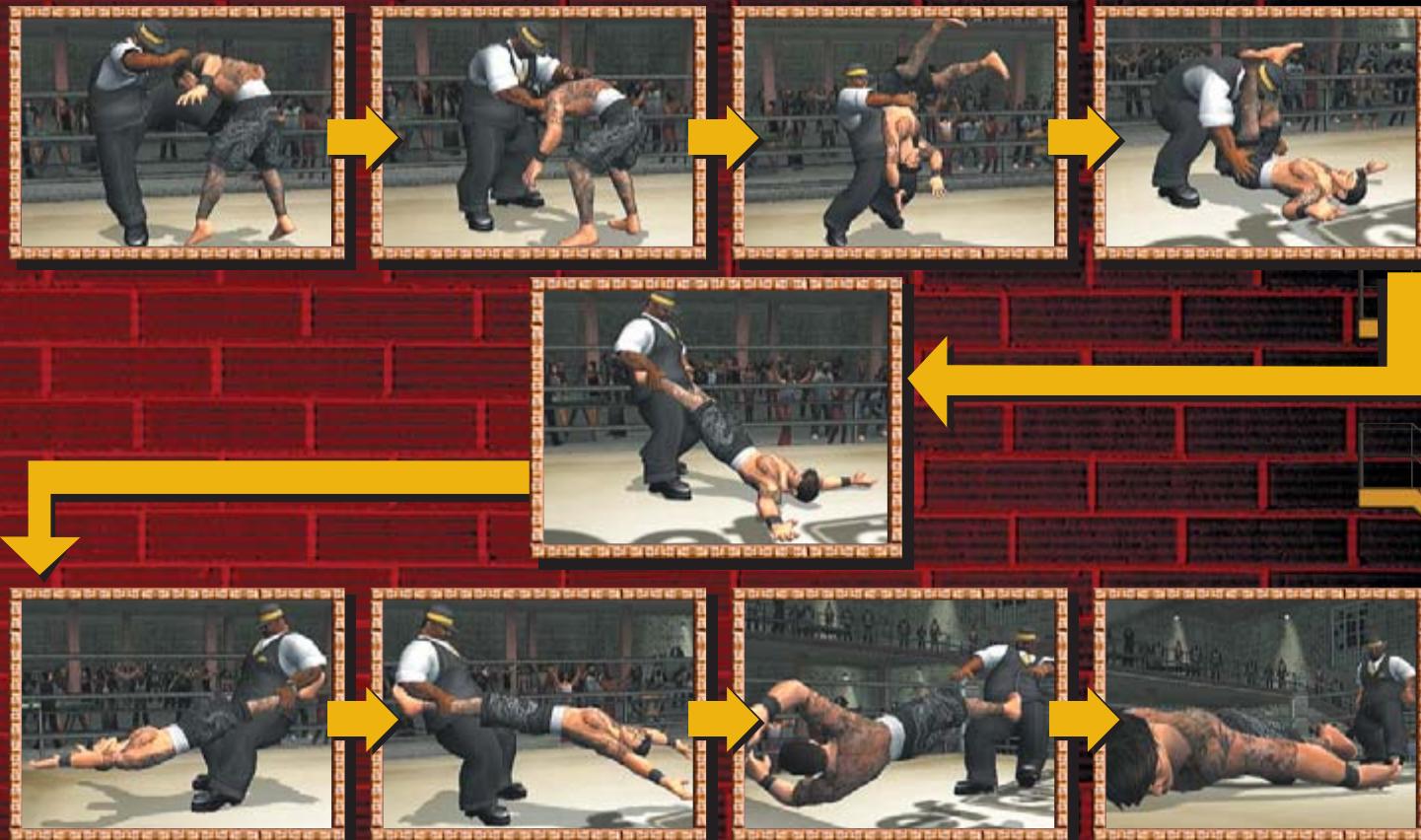
## SPECIAL MOVES

### REAR SPECIAL: CHICKEN WING

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\text{C})$ .

### FRONT SPECIAL: HAMMER THROW

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\text{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

WC



BIO

To win the Heisman Trophy, an exceptional college football player headed for the pros must accumulate the top votes from sports writers. The esteemed annual honor established in 1935 has been awarded to the likes of Herschel Walker, Bo Jackson, and Charles Woodson.

To receive the Ghetto Heisman, however, a veteran hip-hop artist on the cusp of superstardom must receive unanimous praise on the street for his consistency, rap skills, and ability to accurately represent the neighborhood.

In 2002, Los Angeles-bred WC, who appropriately titles his sophomore solo album *Ghetto Heisman*, took home the prestigious honor.

"I feel like I always been playing with pros, playing in a pro league, but I never received my props as a pro," WC says, explaining the album title. "Throughout the hardships, grit, and grind in the midst of this game, I have been molded to become the professional."

WC's professional days date back to his 1989 Priority Records debut with *Low Profile*. He later enjoyed tenure with WC and the MAAD Circle, and remains a member of the seminal hip-hop super group the Westside Connection with Ice Cube and Mack 10.

When coupling the appeal of WC's phenomenal *Ghetto Heisman* record with the powerful marketing and promotion muscle of his new label Def Jam Records, the album is on par to becoming one of the most successful entries in his catalog.

"For me, being an individual who came up in the trenches where exposure from radio and video was always a big problem in my career, I felt like what better company to be with than Def Jam, especially with them having the power to move mountains," WC says of joining the leading rap label that also includes multiplatinum artists Jay-Z, LL Cool J, and Ja Rule.

Even without the support of a label powerhouse behind him, WC's last album, *The Shadiest One*, still reached Number 2 on *Billboard's* Top R&B/Hip-Hop Albums chart, on the strength of his reputation and two blazing rap singles "Just Clownin'" and "Cheddar," the latter, a track with his Westside Connection cohorts.

*Ghetto Heisman* offers even more heat, beginning with its first single "The Streets" that features a driving chorus from crooner Nate Dogg, and a remix with verses from Snoop Dogg and Xzibit.

WC's passion for creating music is obvious, and can also be seen in his other projects. "I have a couple of movie opportunities in the planning stages," WC says. Since *The Shadiest One*, WC has sharpened his talents and has been in the lab to make his return at the top of his game. He is broadening his sound, developing talented up and coming acts, and implementing a number of promising business ventures. He has earned the Ghetto Heisman without question.

## FAVORITE MOVES

1. The Shadiest One: From a strong front grapple, press ■(B)

2. Blowin' Up: While opponent is in corner turnbuckle, press ×(A)

3. Bow Down: From a weak front grapple, tap ×(A)

## FEATURED TRACK

"The Streets"

Performed by WC featuring Snoop Dogg and Nate Dogg

# DEF JAM RAP BATTLE: WC



## ATTRIBUTES

POWER:

SPEED:

GRAPPLING:

DEFENSE:

STAMINA:

CHARISMA:

FIGHTER ATTRIBUTES SHOWN ARE THEIR BASE ATTRIBUTES AND CAN BE FURTHER DEVELOPED.

## COMBOS

**WESTCOAST RIDAH:** Smack opponent with a hard strike by pressing  $\rightarrow + \blacksquare (\triangle + \textcircled{B})$ . Grab opponent in a hard front grapple and press  $\blacksquare (\textcircled{B})$ . When opponent falls to the mat, stand near opponent's head and tap  $\times (\textcircled{A})$  to perform a head submission.

**WORLDWIDE GUNNIN:** Run toward opponent and tap  $\rightarrow + \times + \blacksquare (\triangle + \textcircled{A} + \textcircled{B})$ . Grab opponent in a hard grapple and press  $\downarrow + \times (\downarrow + \textcircled{A})$ . When opponent falls to the mat, stand near opponent's feet and tap  $U (\textcircled{A})$  to perform leg submission hold.

**HIGHLIGHT REEL:** Get close and hit opponent with two soft strikes by tapping  $\rightarrow + \times (\triangle + \textcircled{A})$ ,  $\rightarrow + \times (\triangle + \textcircled{A})$ . Knock opponent into the corner turnbuckle and grab opponent with a hard corner grapple by pressing  $\times (\textcircled{A})$ .

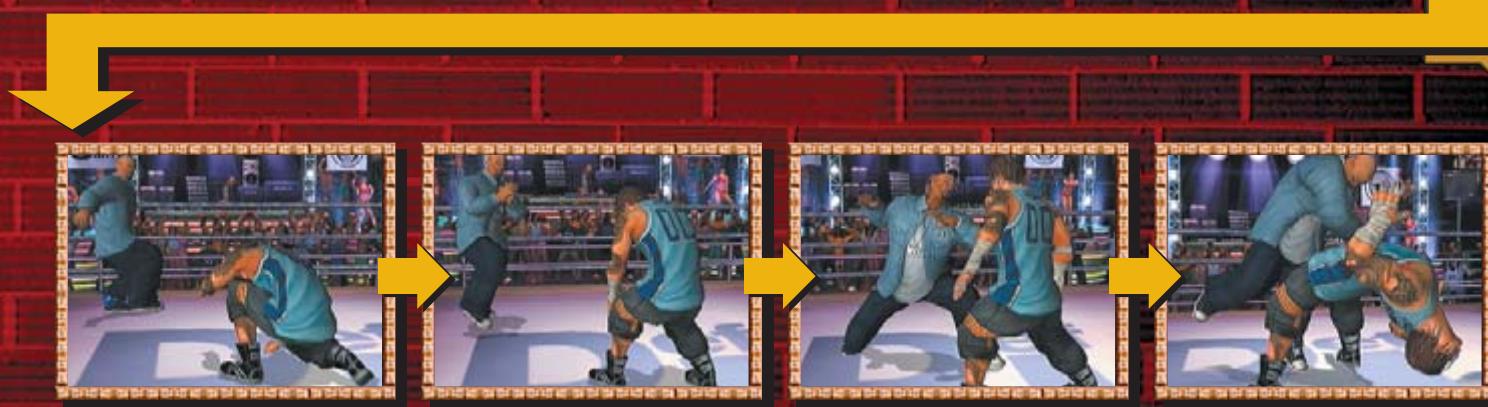
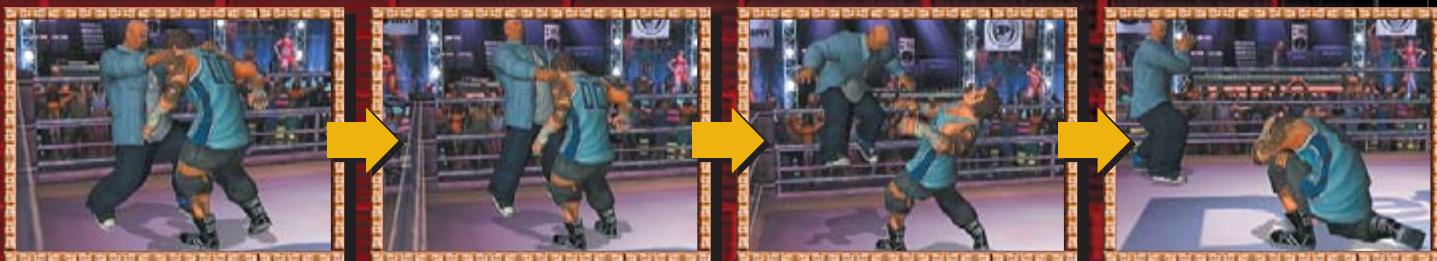
## SPECIAL MOVES

### REAR SPECIAL: STAKIN' TURF

When your Blazin' meter is activated, grab your opponent in a rear grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .

### FRONT SPECIAL: A REAL G

When your Blazin' meter is activated, grab your opponent in a front grapple and tap  $\text{ANALOG} \rightarrow (\textcircled{C})$ .



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## ROUND-THE-WAY GIRLS

As you play through Story mode, girls not only flirt with you, they fight over you! The more matches you win, the more girls want to be at your side. A few different scenarios can occur once you're approached by a girl.

**You choose a new girlfriend and win:** If you decide that you have had enough of your current lady and are interested in the new fly honey, you must win the match using the new honey in order to pull her by your side.

**Result:** You win over the new honey and unlock her gallery, with 25 percent of the pictures unlocked. The previous honey is kicked to the curb.

**You choose a new girlfriend and lose:** If you do battle with a new love interest but lose the match, the new girl splits and you're left with the ol' gal. However, she's not very happy with your foolin' around.

**Result:** No new pictures unlocked.

**You choose current girlfriend and win:** If you wish to remain loyal and win a match with your current sidekick, you'll chase away the new girl and bring joy and happiness to your girlfriend.

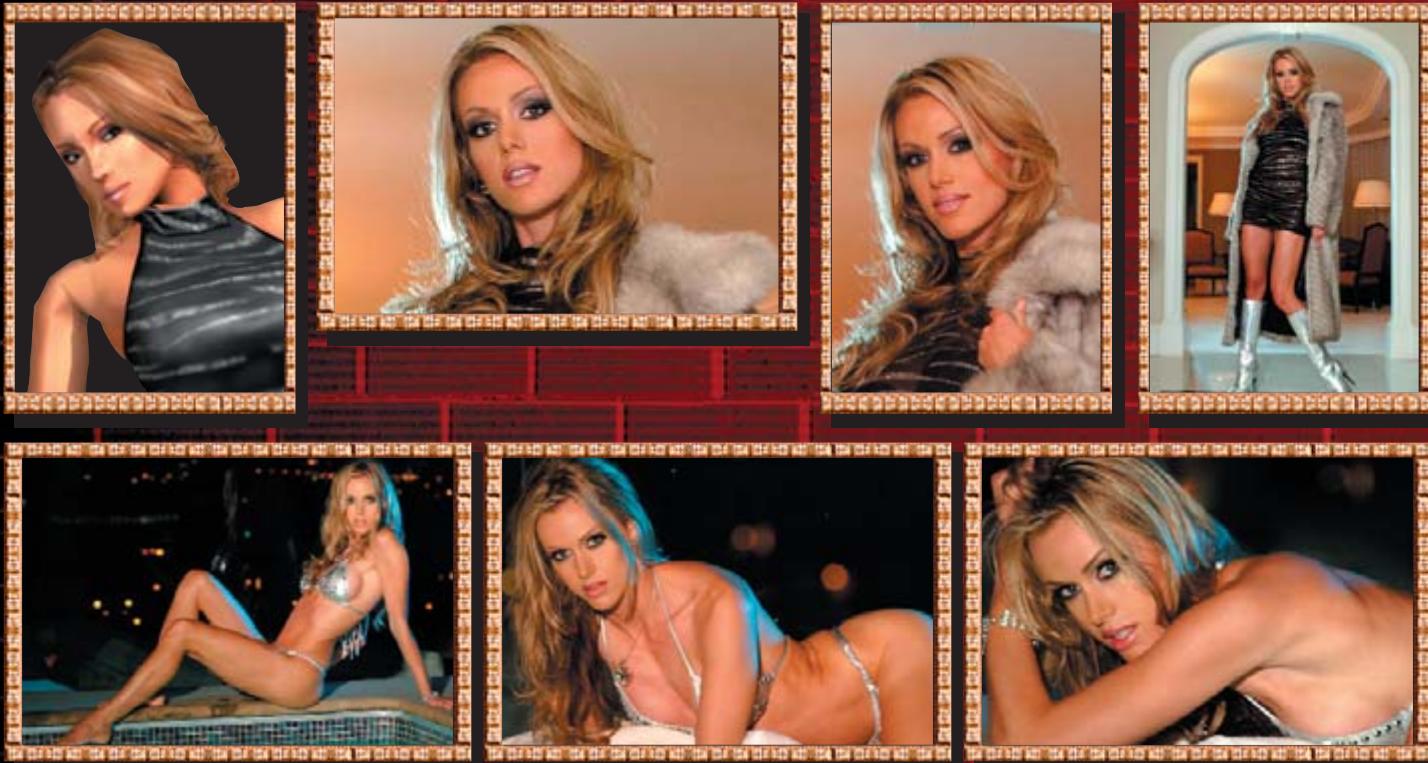
**Result:** Seventy-five percent of the pictures within your current girlfriend's gallery are unlocked.

**You choose current girlfriend and lose:** If you prefer to stay with your current girlfriend but lose the match, you're hurting in two ways. One: Your old girl lost the match, and two: the new girl blows you off because she knows you weren't interested in her. Your current girlfriend is left beaten and embarrassed.

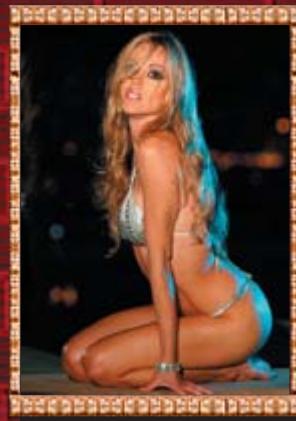
**Result:** No new pictures unlocked.

Additional pictures of each girl can be purchased using the money earned through winning matches. Keep in mind that the last line of photos in each girl's gallery cannot be bought, and can only be unlocked through Story mode. But enough of that, check out the hotties.

### DEJA



# AROUND-THE-WAY GIRLS



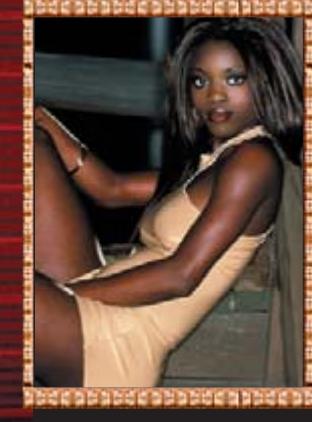
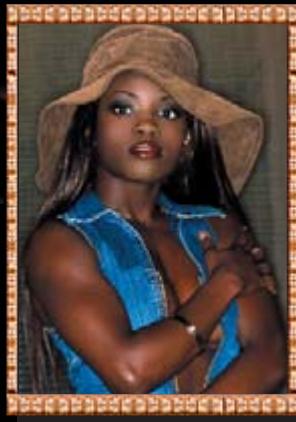
# Def Jam VENDETTA™

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## OPAL



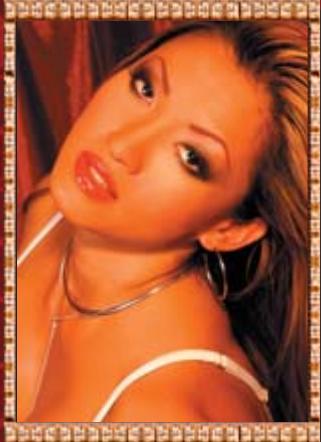
# AROUND-THE-WAY GIRLS



# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

## PENNY



# AROUND-THE-WAY GIRLS



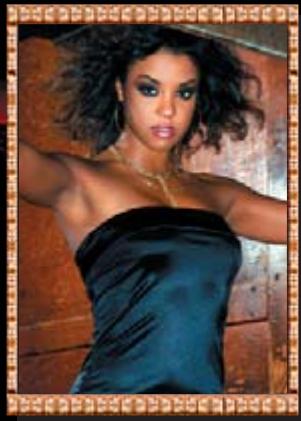
# Def Jam Vendetta™

PRIMA'S OFFICIAL STRATEGY GUIDE

TΔI



# AROUND-THE-WAY GIRLS



## EXCLUSIVE INTERVIEW WITH DEF JAM ARTIST METHOD MAN



**Q:** Are you a big video game player? What are some of your favorite games? Favorite game of all time?

**A:** Huge game player. My favorite games are *GTA Vice City*, *Splinter Cell*, and *Dynasty Warriors 3*.

**Q:** What kind of video game setup do you have (what systems, how big of a TV, surround sound speakers?)

**A:** Mini screen for each system; I have all 3 consoles. Also play on my big 64" tv screen.

**Q:** Do you have any video game systems hooked up in your car? What kind of car? What systems? What games are the most fun to play while driving? Ever play a driving game while driving?

**A:** No. While someone else is driving I like to play the games I mentioned above.

**Q:** The honeys like to fight for their men in Vendetta. When was the last time two women got into a fight over you? Is this a common backstage occurrence? What's the funniest thing any woman did to meet you?

**A:** Girls don't fight over me. The funniest thing a girl did to try to get at me was sleep with three friends to get at me. By then I didn't want her. Another girl bought me a \$10,000 ring to show me how much she wanted me.

**Q:** Now that you've seen yourself in a game, who's better looking, you or your video game character?

**A:** Game character.

**Q:** Is there anything your video game character can do that you can't?

**A:** Nope. Except get his ass kicked and still be able to get up.

**Q:** What's the best thing about you that they can never capture in a game?

**A:** My @#!#.

**Q:** Is there any song you do that will help get you pumped up to fight in the game?

**A:** Bring the Pain.

**Q:** What songs get you in the mood to fight?

**A:** Fight the Power.

**Q:** Name three CDs you're listening to these days. What do you like about each one?

**A:** 50 cent, my new [stuff], and the Vendetta mixtape. I like the difference between all the music.

**Q:** Where do you see the world of rap evolving in the next ten years?

**A:** Our category will be televised on the Grammys.

**Q:** Who are you most looking forward to fighting in the game?

**A:** D-Mob, He's the only one I haven't beat yet.

**Q:** Ever bet on video games? What kinds of things do you bet? If money, how much is the biggest bet you ever made on a video game?

**A:** Yes. I always bet money. The biggest one was with Kevin Liles (President, Def Jam) for \$1500. I won.

**Q:** A lot of the rapper moves in the game are based off real wrestling moves. Are you a fan of wrestling? Who's your favorite wrestler in real life? What would happen if you fought him for real? What would happen if your video game characters could battle in the Def Jam ring?

**A:** Yes. I'm a huge wrestling fan, so I have a lot of favorites. My top guys are The Rock, because he's an all around entertainer, Stone Cold, and Brock Lesnar for their different moves.

If we fought for real there would be a whole lot of hurt feelings 'cause a lot of dudes can't really fight in real life. If my character fought them in the game, there would be a whole lot of ass whoopin' and it won't be me getting my ass whooped.

**Q:** Why should gamers play as your character over the other fighters/rappers in the game? Will you be the champ or just another contender?

**A:** I will be the champ because when EA was making the game I made sure the developers knew exactly how I wanted my character to be. I was in Josh Holmes ear almost every day. So they made it the quickest, strongest and fastest character in the game.